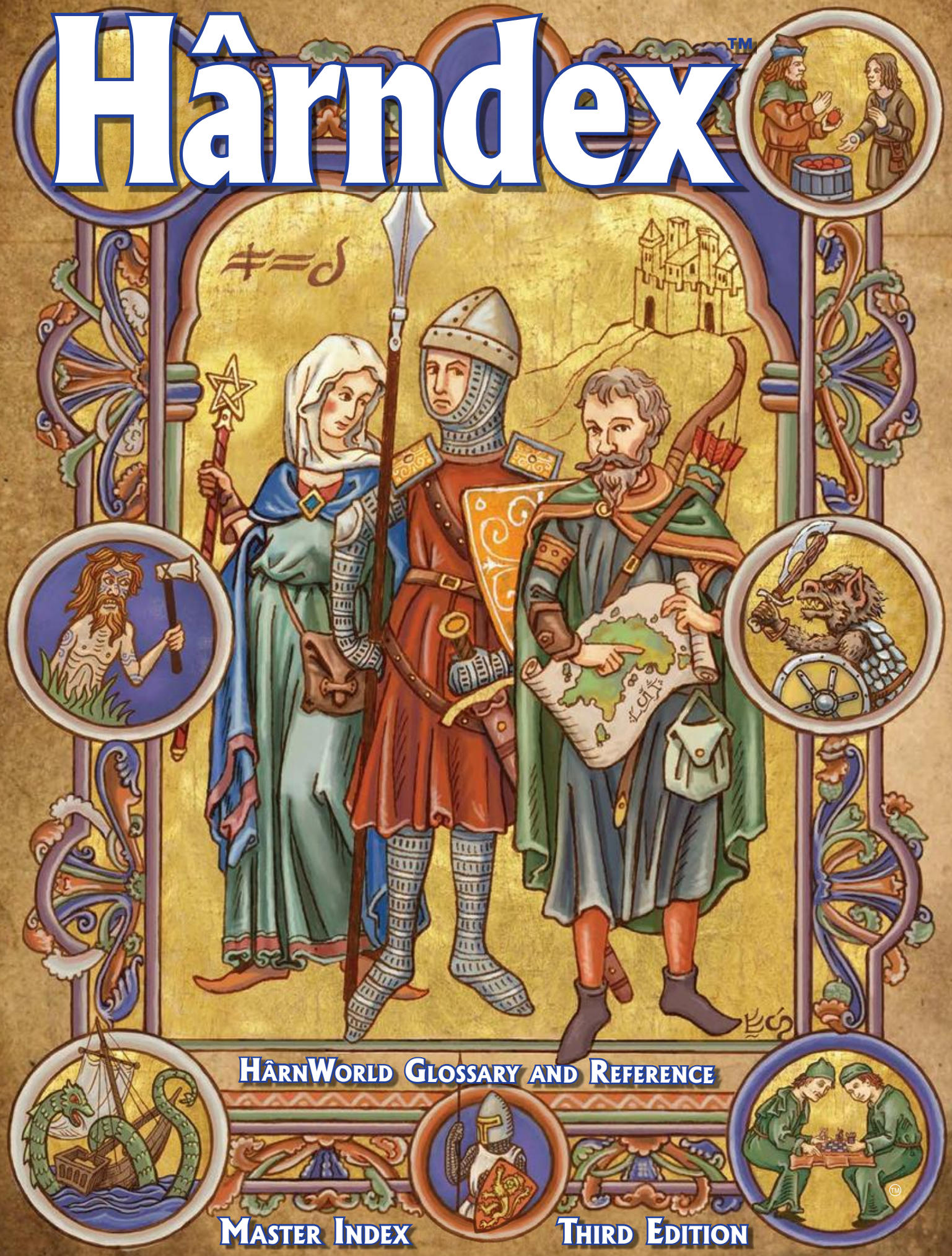
Hârndex™



HârnWorld Glossary and Reference

Master Index

Third Edition

Hârndex™

Master Index • Third Edition

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HârnWorld®
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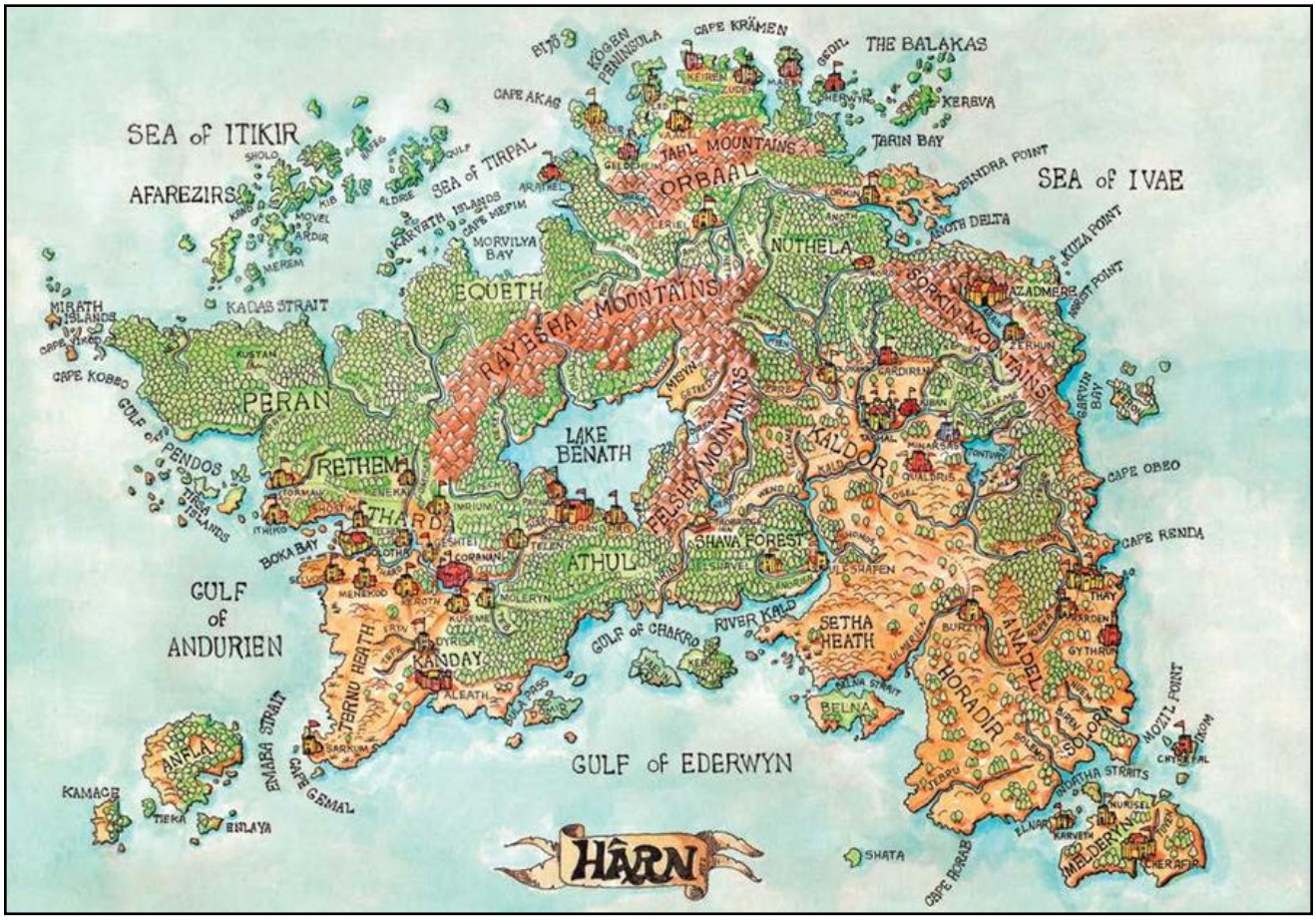
INTRODUCTION



Hârndex is an alphabetical, general reference source book for gamemasters using *HârnWorld*. It includes the following information:

Geographical Entries

Every settlement shown on the Hârn Regional Map is listed, as are some that are not on the map. Entries give the name of the holder, the liege, and approximate population, plus historical and biographical notes as applicable. Populations include nearby villages that owe fealty or taxes directly to the local government. Most other features shown on the Regional Map are also listed, including rivers, lakes, mountain ranges, etc. The grid location of all geographical features is given.

Economic and Guild Entries

The guilds common to Hârn are listed in *Hârndex,* along with a wealth of information about Hârn's economy.

Religious Entries

The religious information given in the general *Hârn* article is greatly expanded in *Hârndex*. Entries can be found on each deity and religious order.

Cultural/Political Entries

All of the cultures and states named on the Cultural-Political Map (in the *Hârn* article) are described in *Hârndex*. There is an entry for each barbarian tribe, each kingdom, and most unique creatures.

A Note on Pronunciation

Most pronunciation of Hârnic words is phonetic (obvious), except for the letter "Y," which is almost always pronounced as a long "E." Hence, Melderyn is pronounced, *Mel–der–een*. The correct pronunciation of names can be learned from local residents.

A Note on this Edition

This third edition of *Hârndex* is a compilation of the entries from the first and second editions, published in 1983 and 1990 respectively. It also contains material from the "Hârnic Dictionary" that was published as part of *HârnPlayer* in 1994. Additional text, illustrations, and maps in this edition have been taken from Hârn material published by Columbia Games between 1983 and 2014.

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AALDEM Keep [H2]

Realm: Orbaal **Holder:** Clan Taaresaar
Population: 325 **Tribute:** Vaagel

Built by the Jarin in 430, Aaldem was captured by the Ivinians in 674. The valhakar is Burlni Taaresaar, a porcine and intelligent young man of 25. The Taaresaars are a branch of clan Taares from Menglana in Ivinia and are related to the royal clan of Orbaal.

ABRIEL Abbey [J5]

Realm: Kaldor **Holder:** Rekela of Nurez
Population: 170 **From:** Serekela of Kaldor

Abriel is the seat of the Rekela (bishop) of the Laranian diocese of Nurez in Kaldor. Abriel is also the Hundred Moot of Nelafayn Hundred and a commercial center of agriculture. Rekela Ilor Hadan, a capable and pious man who cares little for temporal affairs, despises his duties as Bailiff of the Hundred and leaves them to the abbey's high priest. The bishop's theological beliefs manifest themselves in meticulous attention to dogma and ritual, eschewing the martial glory sought by his peers. His obsession with theology has weakened Laranian military strength in Meselyneshire and his message threatens to polarize the clergy.

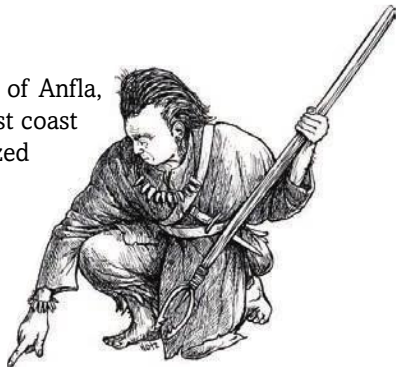
ACHIEVEMENT

Heraldic arms including escutcheon (shield), mantling, mount, helm, supporters, wreath, scroll, and crest. Called a coat of arms only if on a coat. See HERALDS.

ACORN KING OF ARMS

The chief herald of Kaldor resident at the Enclave of the Holy Oak in Tashal.

ADAENUM, The



The tribal inhabitants of Anfla, an island off the southwest coast of Hârn. They are organized into about 20 culturally similar tribes, varying in size between 60 and 400. Fishing and agriculture provide most of their sustenance, but their inefficient agrarian techniques cause rapid soil depletion, prompting tribes to move every few years. The Earl of Sarkum of Kanday has claimed Anfla and all other nearby islands.

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HÂRNDEX 2

AELENWE, Mount [H2]

The highest peak (8865') of the Jahl Mountains.

AENGHYSA

A faction of the Jarin resistance movement based at Gedan. Led by Gweffryn of Seylnes, the Aenghysa engage in sabotage and assassination directed against Ivinians and Jarin collaborators. They are associated with an obscure Ilviran sect, the Order of Chuchlaen Wheelwright, which has a secret temple at Gedan.

AERLATHOS

Four prophets of Peoni, one each from the north, south, east, and west, whose pilgrimage and meeting in Perna around 600 BT founded the Church of Peoni.

AFAREZIRS, The [D2+]

An archipelago of 58 hilly and forested islands northwest of Hârn. The Afarezirs have many fine natural anchorages, mainly fjords, and most of the larger islands have fresh water. Several attempts have been made to colonize the islands but poor soil and foul weather have frustrated all attempts. The ruin of an abandoned Ivinian settlement can be found on the south coast of Movel, the largest island of the group.

AGE OF MEN

The present era of Hârnic history, which began with the arrival of Hârn's first human settlers, the Jarin, a little more than 2,000 years ago.

AGE OF THE SINDARIN

The three millennia, from c.10,000 BT to c.7,000 BT, between the Lost Years and the Codominium. This was a "golden age" when the Sindarin, with their deity Siem, dwelt alone on Hârn.

AGLIR of Telen

The sixth and last Autarch (668–674) of the Thardic League. Since the founding of the Thardic League in 636, the power of its Autarchs had grown to a quasi-imperial status. Many League senators became uneasy with this trend and Aglir did little to appease them. Without the approval of the two senates, Aglir involved the League in the Salt War with Kaldor. When this war was lost in 673, Aglir's enemies sought to discredit and depose him. Aglir responded by planning a military coup that failed only because he was assassinated by members of his own guard in 674. With his death, the office of Autarch was abolished and the Thardic Republic was formed.

AGRAZHAR

The sixth month of the year by Tuzyn Reckoning, named for the god Agrik; it is the last month of summer.

AGRIK

"Lord of the Four Horsemen,
Master of the V'hir,
Immortal Warlord of Balgashang,
Breeder of Plague, Squalor and Decay,
The Reasonless Reaper,
Tyrant of the Foul Chamber,
Knower of the Ten Thousand Ways."

Agrik, the God diametrically opposed to Larani, is the principal deity of warriors who enjoy the dark side of war: rapine, pillage, cruelty, and destruction. It is said that the pious adherent of Agrik will learn as many of the "Ten Thousand Ways" (of inflicting pain) as possible.

Agrik dwells in his great flame-shrouded fortress of Balgashang among his attendant bat-winged, cloven-hooved, fire-enshrouded, hook-clawed, demonic servants called V'hir. Somewhere within the castle is Ak-Syt, the dreaded chamber of tortures. It is here that unspeakable demons practice the "ten thousand ways" on the hapless, unlamented dead. The location of the fortress is uncertain; some believe it to be at the center of Kethira. Agrik usually appears to mortals as a great V'hir with two

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claws missing from his left hand, bearing Gashang, his flaming mace, and Sycanus, his ichor-dripping sickle. His missing claws have caused him constant pain and anger since the goddess Larani severed them. Never forgetting this ancient indignity, only the terms of the *Concordat of the Illimitable Tome* deter Agrik from seeking revenge. Some believe that Agrik will eventually attempt to assassinate the goddess regardless of the consequences; there is certainly no love lost between the fighting orders of the two deities.

The worship of Agrik on Hârn is concentrated in the Thardic Republic and the Kingdom of Rethem but there are a few followers in Orbaal and elsewhere. In Chybisa, Kaldor, Kanday, and Melderyn, it is a proscribed faith that carries the penalty of death by burning, an ironic punishment for adherents of the god of fire. The ritual garb of Agrik's clergy is orange and black. Human sacrifice is practiced, often in ritual combat with a champion of a fighting order.

On Hârn, seven clerical sects are devoted to the worship of Agrik; each sponsors its own fighting order. Dogmatic differences between the orders may be few but they constantly squabble, often with fatal consequences for innocent bystanders. Although he has great difficulty maintaining his authority, the primate of Agrik for Hârn is currently the grandmaster of the Order of Mamaka, Master of Steel, whose seat is in Golotha. The Amanasurif (pontiff) dwells in Lysara in Azeryan, where he is also a powerful secular lord.

TITLES IN THE AGRIKAN CHURCH	
Amanasurif	Pontiff
High Curcuno	Senior Cardinals
Low Curcuno	Junior Cardinals
Apalankh	Primate
Kemelras	Bishop
Viriahn	High Priest
Aperan	Temple Master
Ulankh	Free Priest
Herucha	Temple Lieutenant
Agnichar	Acolyte
Senesharil	Clerical Order Grandmaster
Markithra	Deputy Grandmaster
Akarata	Fighting Order Grandmaster
Tenaka	Deputy Grandmaster
Meketa	High Commander
Telmen	Commander
Dotelen	Subcommander
Haragki	Knight
Ainlaumak	Corporal
T'kelan	Sergeant
Laumak	Soldier

The Agrikan clerical orders active on Hârn and their sponsored fighting orders are:

Clerical Order	Fighting Order
Eight Demons	Cohorts of Gashang
Fuming Gate	Copper Hook
Herpa the Mace	Red Shadows of Herpa
Kukshin	Crimson Dancer
Octagonal Pit	Demon Pameshlu the Insatiable
Pillar of Fire	Roving Doom
Mamaka, Master of Steel	Warriors of Mameka

AHNU, the Fire-Dragon

The fourth constellation (Nolus 4th–Larane 4th) of the Kethiran zodiac, Ahnu is located in the northern sky.

The dragon symbolizes the cleansing destruction of fire. What the smith brings forth, Ahnu destroys. This is not necessarily wanton destruction, for Ahnu cleans and prepares the world for renewal, an ordeal that purifies, that destroys the unworthy and the superfluous, and makes room for the new.

Those born under Ahnu are perfectionists, which is both a strength and a weakness. They dislike and cannot find room for fault. Ahnuans tend to be intolerant and impatient; they have quick and violent tempers. They are slow to praise, quick to criticize. They are not fond of the conservative or the old and solid, but tend towards experiment and progress. Often they are radical revolutionaries prone to purge rather than correct.

AID

A tax levied by a feudal lord on his tenants. In the case of a Royal Aid, the sovereign demands payment from his tenants-in-chief, who in turn demand it from their tenants, and so on down the line until the peasants end up paying for everything. Aids are traditionally levied when the lord wishes to knight his eldest son, marry his eldest daughter (for the first time), or ransom his person from enemies. Special aids, such as to finance a war or build a castle, may also be levied, although this practice is (except in Rethem) normally the sole preserve of kings. See also HERIOT and MERCHET.

AIDRIK I, King of Kaldor

The fifth king (307–342) of Kaldor.

AIDRIK II, King of Kaldor

The seventh ruler (362–377) of Kaldor. Aidrik II was clearly the legitimate successor when Maranos died. But the increase in royal power propagated by his predecessors caused many of the Kaldoric barons to support the rival claim of Fierth. The Kaldoric Civil War was the result and Aidrik II was betrayed and captured in a battle near Kiban in 377. According to popular legend, Aidrik and his family were roasted over an open fire by

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the usurper, but his son, at least, survived to regain the throne in 406 (see RESTORATION).

AIDRIK III, King of Kaldor

The tenth king of Kaldor (406–425). Before his capture by Fierth the Usurper in 377, Aidrik II made provisions for his heir's safety by sending him to Chybisa "for his education." The young man waited patiently, perhaps indulging in some intrigues. The excesses of Fierth the Usurper and of Uthred, his son and successor, outraged the Kaldoric barons. With Uthred's assassination in 406, young Aidrik was invited to assume his father's throne. He took the title Aidrik III to symbolise the tradition and legitimacy of his rule while renaming his dynasty the House of Artane to symbolise a new start for his subjects. His reign was marked by conciliation and compromise, a profound relief to most of his barons.

AIDRIK IV, King of Kaldor

The eleventh monarch to govern Kaldor (425–451) and the second of the House of Artane. Aidrik IV furthered his father's (Aidrik III) policy of reconciliation after the Restoration but also subtly reverted to the trend of increasing royal power that had caused the Kaldoric Civil War. He was succeeded by his daughter Myselbane.

AIDRIK V, King of Kaldor

The sickly son of Queen Chelebin I, who lived to reign over Kaldor for only two years (516–518). Aidrik V was the kingdom's fourteenth sovereign. He was succeeded by his younger sister, Chelebin II.

AIK, the Swan

A non-zodiacal constellation of the southern sky.

AILETTES

Shoulder armour made of plate or kurbul, often secured by leather thongs and decorated with heraldic devices. Fairly rare on Hârn.

AIRMASTERS

According to legend, an alliance of monsters that came "from beyond the stars to wage war upon the Earthmasters…and as the Ancients stood for peace and beauty, so the invaders cared only for war and destruction." The greatest appeal of the legend is that it explains the disappearance of the Earthmasters.

AK-SYT

The "Torture Chamber of the Gods," a domain of the god Agrik. Ak-syt is, of course, not the torture chamber of all deities, since many of them dislike such practices. Located beneath the fortress of Balgashang, it is here that unspeakable demons practice the "ten thousand ways" on the hapless, unlamented dead. The name Ak-syt is sometimes used as a synonym for "hell."

AKAG, Cape [G1]

A headland in Orbaal jutting into the Sea of Itikir.

AKLASH, the Choking Wind

The Aklash is a great, hulking, semi-intelligent creature, best known for its foul breath. Ranging 6–8' in height and 300–400 lb in weight, the Aklash's hairless body is covered by rolls of pale fat that heal over with alarming rapidity. Although possessed of great strength, its main weapon is its breath, which it can exhale with considerable power to cause profound nausea in most victims. With its huge, fanged mouth, the Aklash has a voracious, omnivorous appetite.

AKOVA Island [C3]

The third largest island of the Afarezirs.

ALAMAREL

The priestess of Peoni who performed the marriage ceremony of the Aerlathos and may have become the first pontiff.

ALAMIRATA

A ritual of the Laranian church that only priests attend. Held every five days.

ALAMIRE

The castle of Ambrathas.

ALANAL

A hallucinogenic plant found primarily in heathland.

ALARIENEL

The fabled "lost city" of the Hârnic elves, said to have been the seat of King Daelda. Many Sindarin, Khuzan, and human legends refer to its existence, although the tales are vague on details such as its appearance and location. Hundreds of attempts

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by human adventurers to find Alarienel have been unsuccessful and treasure maps purporting to show its location are common frauds. If Alarienel exists on a physical plane at all, the most common sites mentioned are Pesino and Ridow, although some believe the city is in Faya on Yashain.

ALASH, King of Aleathia

The founder and first monarch (356–371) of the Kingdom of Aleathia. Very little is known about Alash. As a chieftain of the Aleta, Alash unified them into a single tribe c.350. He founded the city of Aleath and, some six years later, the Kingdom of Aleathia. It has been written that Alash was a "gentle man, fond of things beautiful and harmonious," an assessment no doubt based on the heritage of Aleath, but it is unlikely that such a man could have unified the Aleta or persuaded them to make him their king.

ALBARRA

A legendary warrior of Jarin folklore.

ALDERMAN

A custodian and expounder of civic law and member of a town court. The office is not heritable but children often succeed their parents, since this is how customary law is passed from one generation to the next. Most towns have 12 aldermen, usually prominent guildsmen, often members of the Litigants' Guild.

ALDRIE Island [E2]

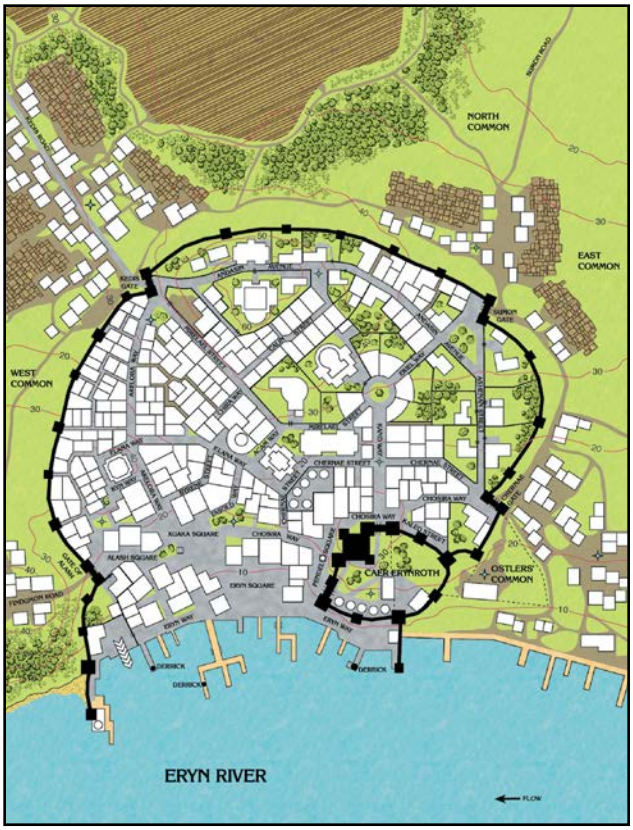
An island in the Afarezirs.

ALEATH, City of [E8]

Realm: Kanday **Status:** Freetown
Population: 5,800 **Charter:** King of Kanday

Aleath is the fifth-largest settlement of Hârn and the largest in the Kingdom of Kanday. A seaport at the mouth of the River Eryn, Aleath is somewhat isolated from the rest of western Hârn. Aleath's hinterland is only moderately fertile but still possesses a fairly dense population. Boat-building and fishing are significant. The townsfolk pride themselves on their high standards of architecture and civic cleanliness, although Aleath is outstanding only by Hârnic standards. The streets are regularly patrolled and the city is regarded as one of the safest spots on Hârn. Aleathians tend to regard outsiders as morally bankrupt, while they themselves are often deemed self-righteous, prudish snobs.

The city is a freetown, governed under royal charter by a mayor and 12 aldermen proposed by the Mangai and appointed by the king. Military authority is shared by a royal constable and the Sheriff of Eryna (see



Kedis). There is also a town militia that is theoretically commanded by the mayor, but the custom has been to surrender this authority to the constable. The city charter includes 8,000 acres of adjacent cropland, a legacy of the old Republic of Aleath. This land is farmed by approximately 140 freeholders who pay taxes to the city.

Aleath has a troubled past. The city was founded in 356 by Alash, a chieftain of the Aleta. For a century, the city prospered as the capital of the Kingdom of Aleathia, its wealth second only to that of Coranan. In 453, the Kingdom was incorporated into the Corani Empire and Aleath continued to prosper. Its port was expanded and a paved road was built, linking it with the north. The city became known throughout the empire as the "fairest city of man." Between 551 and 559, the entire empire suffered a series of plagues and famines that fostered the Balshan Jihad. With the fall of Coranan to the armies of the jihad in 565, Aleath, the only untaken city, declared itself a republic and gathered the surviving loyalists to its bosom. This First Aleathian Republic lasted for seven years before the city fell to the Balshans after a bitter three-year siege in 572. Some Aleathians fled by sea, undertaking the Aleathian Odyssey (see Thay), and many others slew themselves rather than witness the "Agony of Aleath," the terrible bloodbath that was to follow the city's fall.

The city reluctantly became a part of the Theocracy of Tekhos in 572 and suffered its share of religious

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purges and spectacles. Following the collapse of the Theocracy in 588, Aleath suffered from the chaos, along with everyone else, but gradually gathered power to establish a second republic in 612. Slowly extending the city's benign influence over the nearby petty states, the republic hoped for a new liberal age. Weakened by decades of war, however, Aleath's strength was inadequate to the task. With rumors of barbarian invasions in the north, the Aleathian senate chose the least of several evils. In 633, the republic voted its crown to the ascendant King of Kanday, Andasin II, in return for a liberal charter recognizing its rights as a freetown.

The following temples are found in Aleath:

Halea	Order of the Silken Voice
Larani	Order of Hyvrik *
Peoni	Order of the Balm of Joy
Peoni	The Irreproachable Order *
Save-K'nor	The Hyn-Aelori

* Headquarters of the Order.

ALEATH Republic

The city of Aleath has formed two republics during its history. The first lasted seven years (565–572) after the demise of the Corani Empire, ending with the city's fall to the Theocracy of Tekhos. The second republic was formed in 612 to restore order during the Interregnum. It was abolished in 633 when it voted to join the Kingdom of Kanday.

ALEATHIA, Kingdom of

A kingdom founded in 356 by Alash, chieftain of the Aleta tribe. After a 97-year existence under five monarchs, Aleathia was incorporated into the Corani Empire in 453. Aleathia's monarchs were:

Alash	356–371	Chernae	409–429
Calin	371–393	Xuaka	429–453
Elana	393–409		

ALEATHIAN ODYSSEY

The sea voyages of Aleathian fugitives from the Theocracy of Tekhos, 572–573. A month before the city of Aleath fell to the Tekhosians, 400 nobles, priests, soldiers, artisans, merchants, and farmers, chosen by lot, along with most children under 12, boarded a motley fleet of some 50 ships and sailed eastward into the Gulf of Ederwyn with the aim of founding a new Aleath. The expedition was organized over a period of several years by clan Melesen, originally immigrants from Melderyn.

Written accounts of the Odyssey describe horrific weather and fanciful sea monsters. The foul weather of the Gulf broke the fleet into small flotillas; many vessels disappeared without trace. Legends about the stray ships have them founding colonies at various likely and unlikely spots. Fully half of those who set sail from Aleath were lost. The rest eventually managed to assemble at the island of Keboth, where they were succored by the Sindarin. There (or possibly before, the records are ambiguous) the refugees met with Genin, a mage of Melderyn. Under his guidance, they sailed through the Indatha Straits to establish the city of Thay in 573.

ALEGAR I, King of Orbaal

The second monarch (692–714) of Orbaal.

ALEGAR II, King of Orbaal

The third and current monarch of the Kingdom of Orbaal. Alegar came to the throne in 714 (six years ago) and is faced with a host of problems trying to govern his unstable kingdom. This has been compounded by a recent threat from the "homeland" of Ivinia, which regards Orbaal to be a colony and seeks to be paid unspecified annual tribute.

ALETA, The

A tribal nation inhabiting the southwest of Hârn some 500 years ago. The Aleta were unified under the chieftainship of Alash, which led to the foundation of the Kingdom of Aleathia in 356.

ALIENAGE

The "foreigners' quarter" of Cherafir. Separated from the rest of the town by a fortified wall, most of Cherafir's foreign trade occurs within the Alienage. It is an unruly place with a thriving black market.

ALORIN

A Sindarin weaponcrafter of the Codominium, Alorin was the best friend of Raldir Farizhald, a Khuzan weaponcrafter of similarly great renown. Their unwavering friendship is the subject of "Lament for the Passage," a well-known Hârnic legend.

ALTHAR

The chief servants of Save-K'nor, the Althar are the nine Judges of the High Archive.

ALTHEA the Truthsayer

One of the Althar, servants of Save-K'nor. Other than the god himself, Althea is the only entity able to carry Uhla, the black lantern. By the unseen light of Uhla, all secrets are revealed.

AMBRATHAS of Alamire, Saint

An ancient warrior-priest of Larani, credited with being her greatest mortal champion.

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AMEKT [H2]

A gargun complex with more than 1,300 Gargu-kyani, Amekt is one of the largest settlements of its kind on Hârn. Although in a position to threaten travel between Lorkin, Leriel, and Geldeheim, the Kyani show some restraint in their raiding. The surrounding countryside has numerous small bands of Gargu-kyani and Gargu-araki, mostly hunting parties from Amekt.

AMORVRIN

The free undead of Morgath. When an Amorvrin is slain for the thirteenth time, it is resurrected as a will-less Gulmorvrin.

ANADEL [L7+]

A rough highland extension of the Sorkin Mountains lying between Horadir and the Plain of Thay. Anadel has no peaks higher than 6,000 feet and is predominantly covered with mixed forest. Anadel isolates Thay from the rest of Hârn. Only one major road, the Genin Trail, bisects the region. Anadel is the range of the Bujoc tribesmen.

ANCHORAGE FEE

A tax levied in most ports for the right to drop anchor. It is usually one fifth of the local wharfage fee.

ANCIENTS, The (see EARTHMASTERS)

ANDASIN I, King of Kanday

The first monarch (589–627) of the Kingdom of Kanday. Andasin was the head of clan Kand, minor nobility of the Corani Empire, which achieved prominence after being outlawed by the Theocracy of Tekhos in 575. The clan established itself in exile in the Mimea Hills, from where it harassed the forces of the government and sheltered other enemies of the state despite several attempts to exterminate them. When the Theocracy collapsed, Andasin captured the keep at Ibonost from its Tekhosian governor in 589, founding the Kingdom of Kanday. This was followed with the capture of Edino in 598 and Dyrisa in 620. An impressive castle, Dyrisa is now the principal seat of Kandian kings. A devout follower of Larani, Andasin founded the Order of the Checkered Shield in 622, which subsequently captured Quivum, Heroth, Ewen, Zerien, and Imiden for the young kingdom. Andasin began a sad decline into senility around 624 and died in 627.

ANDASIN II, King of Kanday

The second monarch (627–654) of the Kingdom of Kanday. Andasin II was the grandson of Andasin I, whose sons had all died in battle. He was a peaceful man who established a Kandian tradition of enlightened kingship. More prone to negotiation than war, Andasin II made many alliances with bordering petty states and convinced the Aleath Republic to join with Kanday as a freetown in 633. By the time he died in 654, Kanday was a strong vigorous kingdom and its gentle influence had spread throughout most of southwest Tharda.

ANDASIN III, King of Kanday

The fifth monarch (676–690) of the Kingdom of Kanday, Andasin III succeeded the childless Queen Arelora. His claim to the throne was somewhat tenuous. He was the son of Melise, the bastard daughter of Kubro, the second son of Andasin I. He soon found himself waging the desperate war with Rethem known as Ezar's War (682–697). Andasin conducted the early war with skill but was killed in 690 while leading the successful recapture of Hebon.

ANDASIN IV, King of Kanday

The eighth and current monarch of the Kingdom of Kanday. He is a learned but weak ruler, dominated by his father, the Earl of Sarkum, the former prince consort.

ANDURIEN, Gulf of [C7+]

A body of water west of Hârn, noted for sudden, frequent, westerly storms from the Haonic Ocean.

ANEGIF, Mount [F5]

The major peak (7648') of the central Rayesha Mountains.

ANFLA Island [B9+]

The third-largest of the Hârnic isles, Anfla is separated from the mainland by the Emaba Strait. The western margins are heathland while the rest is mixed forest and woodland with small patches of cropland/pasture created by the indigenous Adaenum.

ANGBERELIUS, the Flaming Swords

The fifth constellation (Larane 5th–Agrazhar 6th) of the Kethiran zodiac, located in the northern sky

The swords represent dynamic action and conflict, destruction and surprise. Angberelius is depicted as two weapons crossed, from which flames are issuing. While the swords are solid and real, their conflict causes fire, which is intangible but no less real. They are the symbol of maleness, light, strife, and glory, of victory that arises from piercing, cutting effort.

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Those born under Angberelius tend to have exciting lives in which they are always striving against their environment to promote causes. This is the sign of the action-loving warrior questing for his grail. If he finds it, he may well experience disappointment, as it's watery contents quell his personal fires. Angberelians are not prone to subtlety, except the subtlety of combat; they prefer the direct approach, taking arms against their troubles and, by opposing, ending them.

ANGCARADINA

The goddess Larani's legendary blood-red mail.

ANISH River [H5]

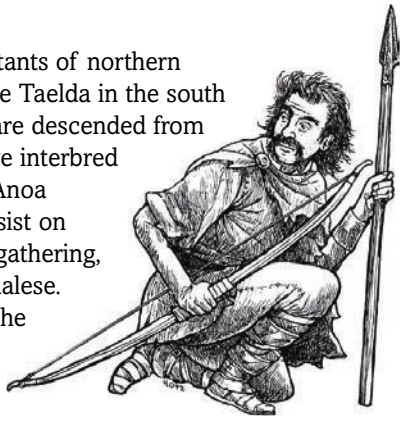
A short, swift river flowing from Lake Direna in the Felsha Mountains to Lake Benath.

ANISHA [H5]

A site of Earthmaster origin at the northern end of Direna Lake in the Felsha Mountains. The site's environs are quite heavily forested but the visible buildings seem well preserved. There are extensive passages beneath these structures.

A village to the west, Haruch, is linked to Anisha by an extensive network of game-trails. The village's inhabitants, the Mendar-Haruchi tribe, claim descent from the servants of Anisha's original inhabitants, who were, according to their legends, godlike in their abilities. They consider the ruins sacred and believe it their duty to preserve and protect them for their masters' anticipated return. Highly superstitious, the Mendar do not themselves practice magic beyond a little folk medicine. The village subsists on hunting and lake fishing and has a population of just more than 200.

ANOA, The



The tribal inhabitants of northern Nuthela, related to the Taelda in the south of this region. They are descended from Jarin peoples but have interbred with other folk. The Anoa are nomadic and subsist on hunting, fishing, and gathering, and robbing the Orbaalese. Since they are often the object of punitive expeditions from Lorkin and Leriel, and because their neighbors are mainly gargun, they build no permanent settlements. When possible, the Anoa trade the region's abundant furs for various civilized implements. There are several dozen tribes, whose numbers rarely exceed a hundred each.

ANOTH Delta [K3]

A marshland at the mouth of the Anoth River with more than a score of islands. The vegetation is mixed woodland. In the summer, the delta is infamous as a breeding ground for mosquitoes and other disease-carrying insects. It is also noted as a base of operations for Esobran, a wrecker, brigand, and erstwhile pirate. His band is mostly of Jarin extraction and ranges in number from 10 to 100, larger when crops are bad, smaller when times are good. Esobran preys mostly on Ivinian ships and settlements.

ANOTH River [H3+]

A river fed by the glaciers of Mount Obew, flowing generally north and east to empty through the Anoth Delta into the Sea of Ivae. The Anoth, considered the border between Orbaal and Nuthela, has a broad alluvial plain, richly endowed with mixed forest. There are no bridges on the river but it is often fordable below its confluence with the Etece.

ANRIST Point [M4]

A hilly prominence on Hârn's northeast coast jutting into the Sea of Ivae. Somewhere in the vicinity there are said to be a pool and hot springs (possibly subterranean) of miraculous healing virtue. Unfortunately for those who would avail themselves, the springs have a guardian, one of the Pradeyalkri called the Riddlemaster. It is the practice of this entity to challenge intruders with the words "riddle thee thrice." Those who can solve any of the three conundrums posed are permitted to bathe, but depart under a geas never to reveal the Riddlemaster's secrets, including that of his appearance. The fate of those with whom the master finds fault is unknown.

ANTIR Keep [I1]

Realm: Orbaal **Holder:** Clan Fyrdael
Population: 335 **Tribute:** Marby

A fortress built by the Jarin in 562 and captured by the Ivinians in 658. The present valhakar is Arlaas Fyrdael, who is 33. The Fyrdaels are a junior branch of clan Fyrda from Seldenbaal in Ivinia.

APOTHECARIES' Guild

Apothecaries have a monopoly on the gathering, preparation, and sale of herbs and medicines for profit. Most freemasters operate shops where they purchase herbs from itinerant journeymen and other professional gatherers. These are sold to the general public as potions and remedies, or to physicians (who, technically, are not allowed to prepare their own

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concoctions) and to members of the Guild of Arcane Lore. Most herb prices range from 3d to 60d per ounce depending on rarity.

ARABAR I, King of Melderyn/Chybisa

The twelfth king of Melderyn (440–463) and the thirteenth ruler of Chybisa (440–463). Arabar I was the fourth king of the Rylian Dynasty. In accordance with the tradition already in place in Melderyn, he tended to leave most of the governing to his councillors and vassals. Almost nothing is known of the man personally.

ARABAR II, King of Melderyn

The fourteenth ruler (475–538) of the Kingdom of Melderyn. Despite his bastardy, Arabar was chosen by the succession council to succeed his father Erebir V under the kingdom's vague laws of succession. The nobility of the former kingdom of Chybisa, however, declared that they were outraged at such a travesty and promptly seceded, electing king Sharat I to govern them. Arabar does not seem to have been particularly abashed at this profound insult. After issuing a proclamation denying Chybisa's right to secede, he ignored the matter entirely and got back to the business of quiet, efficient government of Melderyn.

ARAIN, Lake [L4]

Hârn's third-largest lake, located in the heart of the Sorkin Mountains, fed and drained by the Nephen River. The Khuzan kingdom of Azadmere lies along its eastern shore. Rich in minerals and often mirror-like in its tranquility, Arain has spiritual significance to the Khuzdul. As with most Hârnic lakes, several unverified sightings have been made of a serpentine creature known as the Daranog cavorting in the moonlight. Surrounded by high mountain peaks and colored deep blue in the sunlight, Lake Arain ranks as one of the fairest sights on Hârn.

ARAKA-KALAI [H5]

A huge limestone sinkhole located in Misyn. According to legend and the doctrine of the Ilviran church, Araka-Kalai is the dwelling of the god Ilvir. An ancient tower stands on a rocky island in the center of the Pit of Ilvir, surrounded by a liquefied, fermenting sludge with a stench that puts to shame all other offensive smells. Beneath this crumbling tower, in dank, endless caverns, the Accursed Lord of the Barren Cycle is said to spawn his "fatherless multitude" (see IVASHU).

Obviously, Ilvirans deem Araka-Kalai to be highly sacred. Every year some 200–300 hardy followers of this mystic religion make an arduous pilgrimage to the site, mostly via Leriel but sometimes via Shiran across or around Lake Benath. Roughly one half league northwest of the Pit is an Ilviran religious community called Ochrynn, a temple and hostel complex run by the Order of the Ochre Womb. This isolated settlement of about 100 priests and common folk prospers by catering to pilgrims and, surprisingly, to traders seeking Ivashu for the Pamesani. A small renegade group called the Dark Order, vehemently opposed to this latter policy, broke away from the Ochre Womb some years ago and is said to inhabit the miles of natural caverns that interconnect with Araka-Kalai. Since the Dark Order was formed, many of those involved in the lucrative Ivashu trade have met with violent death or have mysteriously disappeared.

ARAKSIN

The greatest religious festival of the Church of Ilvir takes place from Yaelah to Yaelmor in the month of Ilvin. Araksin is one of very few universal practices in the church. Priests fast for a week before, usually in solitude. The festival features original dramatic presentations as well as those drawn from the rich Ilviran tradition.

ARAKU, House of

The ruling dynasty of the Kingdom of Rethem, founded by Puril in 681 and currently headed by King Chafin III. The House of Araku replaced the house founded by Arlun the Barbarian in 635 and known today as the Kuboran Dynasty. Given the nature of Rethemi politics, lengthy ruling dynasties are unlikely.

ARALIUS, the Wands

The second constellation (Peonu 4th–Kelen 2nd) of the Kethiran zodiac, located in the northern sky.

The second and central sign of spring and earth, the wands are portrayed with leaves sprouting from their severed lengths, symbolic of the quiet tenacity of life. The symbolism is more pure than that of Ulandus, more the essence of growth than its effect and corollaries.

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Aralius' secret is the hidden life within, the potential of all things to nourish in life and in death.

Aralians generally display a vibrant zest for life but recognize that death is a part of it. This may not be apparent to outsiders. Aralians also have an affinity with nature, of which they are harmonious parts. Aralians often center their lives on the family and strive for future generations. They may perceive their children to be manifestations of themselves, a key to personal identity and immortality, and windows on eternity.

ARANATH, King of Evael

The present king of the Sindarin, Aranath has reigned since King Daelda received his mortal wound at the Battle of Sorrows c.683 BT. One reason that Aranath (Daelda's nephew) was selected was that many of Daelda's kin had fallen while fighting the barbarians and most others chose to leave Hârn for the Blessed Realm. One of Aranath's first acts was to renounce his sovereignty over all of Hârn. He withdrew his folk to the Shava Forest, where they established the Kingdom of Evael. For 1,400 years, Aranath's wisdom and powers of enchantment have kept his folk and his kingdom safe.

ARATHEL Island [G2]

An island off the west coast of Orbaal.

ARATHEL Castle [G2]

Realm: Orbaal **Holder:** Clan Cyeen
Population: 405 **Tribute:** King of Orbaal

A castle dominating the island of Arathel. Built by the Jarin in 530 and captured by the Ivinians in 673, the original keep was expanded into a castle between 685 and 690. The Cyeen clan has some Jarin blood, which may account for their relative gentleness to their subjects. They are related to the Kyrodwes of Wethom. Valhakar Tursi Cyeen is an energetic man of 46. The Cyeens have made several unsuccessful attempts to establish colonies to the west. In 710, a small colony on the shore of Morvilya Bay was annihilated by Equani tribesmen. Tursi's youngest son was slain in the massacre. Arathel receives tribute from Pjagel, Vold, and Wethom.

ARCANE LORE, Guild of

A loose association of scholars whose studies and practices involve esoteric knowledge. Some arcanists practice magic (see Shek-Pvar) some are students in obscure but mundane fields. The distinction is often obscure. The guild grants no franchises and there is no fixed structure. There may be apprentices and journeymen, but such is at the discretion of individual masters. Those who practice the hidden arts are far too involved in their studies to take much notice of outsiders. This is a weak guild with some very powerful members.

ARCHIVAL COURT

The court of Save-K'nor in Inor Teth. It is here that disputes between the gods are arbitrated.

ARDIR Island [C3]

The fourth-largest of the Afarezirs.

ARELORA, Queen of Kanday

The fourth monarch (659–676) of the Kingdom of Kanday. Queen Arelora is best remembered as the "warrior queen." During the Five-Year War with the Thardic League, she assumed command of the Kandian army after its defeat at the Battle of the Teb Marshes in 663. Bedecked in silver armour and with stirring speeches to her demoralized troops, the 52-year-old queen led her army to victory at the Battle of Eidru in 665 and captured Kuseme Castle for Kanday. Some say she would have conquered Coranan itself but for the barrier of the Thard River. Arelora's victories and charisma forced the League to sue for peace, ending the war in Kanday's favor in 666. Arelora, the widow of the former King Ashenan, died childless in 676, succeeded by Andasin III.

ARGENON, the High Riddler

One of the Althar, the chief servants of Save-K'nor, Argenon is the Lord of Enigmas, a creator and solver of riddles. The Riddlemaster of Anrist Point may be one of his numerous offspring.

ARIATHE

An ancient tribe who lived in the region around Dyrisa. Dyrisa was a holy place to the Ariathe, and more than 80 chieftains are buried in barrows there. Considerable plundering has taken place, but it is now illegal to desecrate the site.

ARKETH Keep [D6]

Realm: Rethem **Holder:** Companions of Roving Doom
Population: 460 **Liege:** King of Rethem

Arketh was built in 604 on the site of a ruined Corani Empire fortress by the Companions of Roving Doom, perhaps the most violent of the Agrikan fighting orders. Although their sponsoring clerical order, the Pillar of Fire, has been largely exterminated because of internal conflict in the Church, the Companions remain powerful

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and active in Rethemi affairs. The grandmaster, Bremel of Kawaran, a staunch loyalist of Chafin III, rules the fief with conspicuous brutality.

ARLUN the Barbarian

The founder and first monarch (635–656) of the Kingdom of Rethem. Around 625, the Kubora nation of Peran, some 90 tribes, were united under Arlun, a chieftain of great personal charisma and skill at arms. Convinced of a higher destiny, Arlun trained his followers in the arts of war and prepared to invade and conquer the south, then in chaos during the Interregnum. Arlun's hordes swept down into Rethem in 629 and, after six years of brilliant strategy and maneuver, succeeded in conquering all of this region, including the city of Golotha. Arlun then founded the Kingdom of Rethem in 635, using Shostim as his capital. Until his death in 656, Arlun sought to further expand his empire but found that resistance from Kanday and the Thardic League could not be overcome. At its peak, Arlun's kingdom was second only to the Corani Empire in size. It was, however, drastically reduced when Arlun was succeeded by men of much less capabilities.

ARMS (see Achievement)

ARONE Keep [K2]

Realm: Orbaal **Holder:** Clan Hulthard
Population: 365 **Tribute:** Lorkin

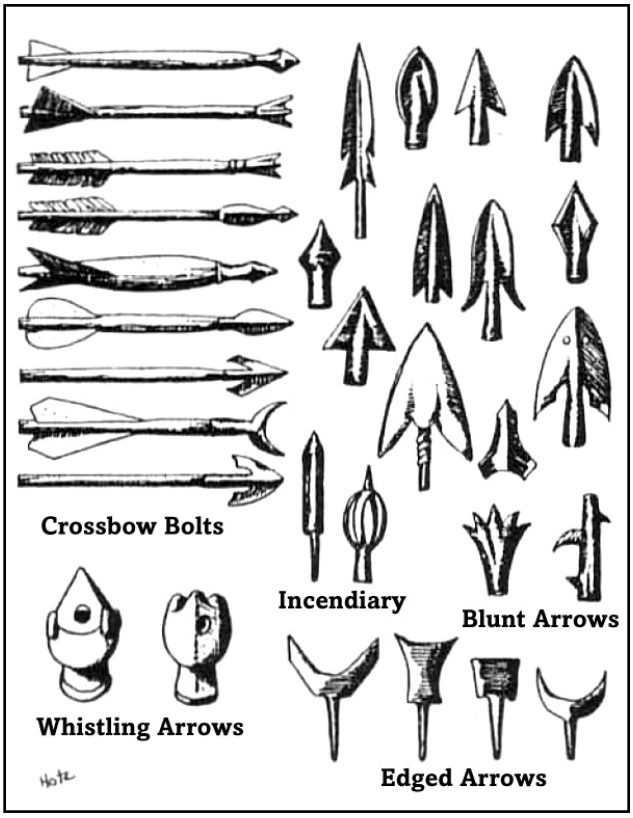
Built as a Jarinese keep in 495, Arone was captured by the Ivinians in 663. Zaarli Hulthard is an elderly man in poor health. The clan is a branch of clan Hulthard from Rogna in Ivinia. Arone has a fine harbor and offers cheap refuge to seafarers. The Hulthards have covert dealings with pirates in the Anoth Delta.

AROSTA the Conqueror

The fifth monarch (366–380) of the Corani Empire. Some say Mejenes the Great was the greatest military leader Hârn has ever produced; others say it was Arosta the Conqueror. Both were very successful military leaders. Arosta succeeded his father, Raelan, who was killed at the Battle of Klondis in 366. The Corani Empire might have perished then, for Raelan not only got himself killed but also lost most of the Corani army in the mountains of Hefiosa. Led by Adjak, the tribes of Hefiosa advanced on Coranan but wasted time looting, gaving Arosta time to raise and train a new army. In a series of brilliant campaigns, Arosta first defeated the Hefiosa tribes between 366 and 369, then defeated the Shira, Kom, and Merdi tribes over the next 10 years. When Arosta died in 380, he was planning to conquer the Kingdom of Aleathia in the southwest. He left to his heir a kingdom that had more than tripled in size and that ruled most of Tharda.

ARROWS

Most arrows are pointed, with or without barbs, and mounted on thin wooden shafts 24 to 36 inches in length. These are designed to create puncture wounds and can be frighteningly effective. There are also specialized arrowheads, including bladed (edged) arrows designed to cut rigging, blunt arrows to stun, incendiary arrows, and whistling arrows to signal or intimidate.



ARTANE

The ruling house of Kaldor from 406 to 599. The clan was a branch of the house of Tane and assumed power after the overthrow of the house of Orgael in the Kaldoric Civil War.

ARVA

Arva is a climbing vine found growing on the trunks of trees in semi-shaded woods and heath. Its seed pods are used in the preparation of several strength potions.

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ASAGRAN the Ghoul

The insane governor of Dyrisa during and for some time following the Theocracy of Tekhos. Asagran had a reputation for unusually cruel torture, cannibalism, and even necro-cannibalism. Asagran was murdered in 609 by his chief deputy.

ASAX Keep [I1]

Realm: Orbaal **Holder:** Clan Atejaal
Population: 525 **Tribute:** Marby

Built by the Jarin in 609, Asax was captured by the Ivinians in 659. Hjarn Atejaal is 51, a survivor of the Cape Renda disaster. He is coarse, violent, and prone to insane bursts of temper. The Atejaals are related to clan Tejaal of Menglana in Ivinia.

ASHENAN, King of Kanday

The third monarch (654–659) of the Kingdom of Kanday. Ashenan succeeded his brother, Andasin II, but died after only five years on the throne. Little can be said about him other than he had the good sense to marry Arelora, who became Kanday's first queen on his death.

ASIRI

Any of a variety of minor ethereal spirit entities whose elemental base is air. The Asiri are believed to exist all over Hârn, where they secret themselves in various objects. They possess diverse powers (usually minor) and can be mischievous or downright troublesome. Most Asiri can only be detected with psionic or magical powers. They are similar to the Elmithri.

ASSART

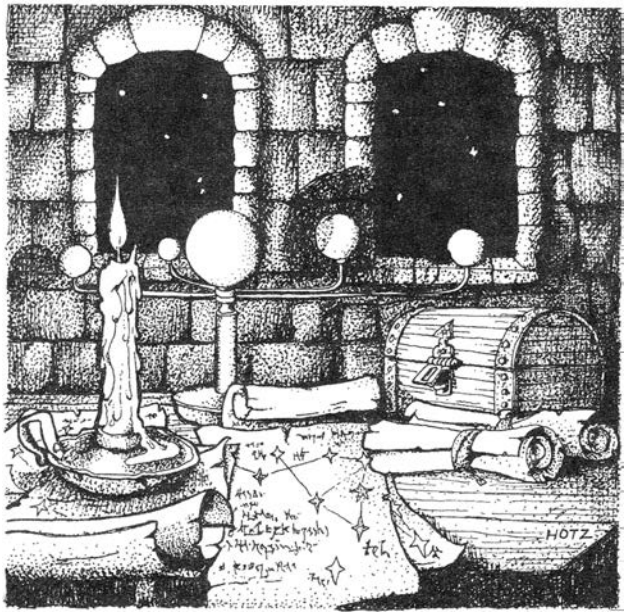
Land within a manor recently cleared and brought under cultivation. Assarting is the principal method of "colonization" within a feudal fief.

ASTRIN, Calfona

Calfona Astrin was a leading authority on feudal etiquette and author of *Manners and Affectations* (TR 398). He was most likely from Kaldor, but this is not certain.

ASTROLOGY

Astrology is the ancient art of reading the stars to explain the lives and foretell the futures of men. The art has been practiced for many centuries by arcane orders in Melderyn, most of whom use Pvaric philosophy in their work. Astrologers can cast a person's horoscope, a comprehensive picture of the heavens at the precise sidereal hour of their birth. When cast by a skilled master, horoscopes reveal personality and the probable outcome of certain personal events with remarkable accuracy. Because such castings are time-consuming



and expensive, most Hârnians rely on the more basic fundamental traits established by the 12 signs of the zodiac.

ASTROMANCY

The divination of specific future events by means of astrological arts is known as astromancy. Although few astrologers attempt to predict more than general trends, astromancers are more specific. However, even they try to avoid demands by clients for too precise prediction.

ATANI Wars

The Sindarin name for the Lythian barbarian conquest of Hârn (900–683 BT). The wars began as minor raids but gradually increased as the Lythians settled on Hârn with a view to conquest. The Atani Wars ended with the Battle of Sorrows in 683 BT, in which the Sindarin defeated the barbarians. However, the elven king, Daelda, suffered a mortal wound. As a result, Daelda's successor, Aranath, withdrew his folk to the Shava Forest, abandoned his Khuzdul and Jarin allies, and renounced his kingship over Hârn. This act allowed the Lythian barbarians to recover from their defeat and complete their conquest of Hârn.

ATHELREN Keep [K5]

Realm: Kaldor **Holder:** Sheriff of Vemion
Population: 275 **Liege:** King of Kaldor

A royal keep and the shire moot of Vemionshire. Athelren was first built in 50 TR by an early Jarin kingdom and was rebuilt in 250. The Sheriff, Sir Tulath Kaphin, a bastard son of the king, is considered to be a wastrel, although he has somewhat reformed since his recent marriage to a daughter of Baron Verdreth of Ternua.

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ATHUL [G7+]

A region of generally rough terrain between Lake Benath and the Gulf of Chakro. As the principal corridor between eastern and western Hârn, the region is of strategic importance. Athul is claimed by the Thardic Republic and is theoretically part of Ramala Province, but control is slight. The Ramala Legion constantly skirmishes with the native Tulwyn, a mercenary collection of ruthless tribesmen who have resisted all attempts at subjugation.

AULAMITHRI

The Aulamithri are tiny ethereal beings, one of the types of spirit folk known as Ilsiri. Like other Ilsiri, they are non-corporeal but become visible to mortal eyes under moonlight. Unlike other Ilsiri, the Aulamithri have sworn loyalty to Siem and serve him by carrying dreams, messages, and forgetfulness to the mortal races.

AVALIR

The demi-divine children of Sarajin and mortal women.

AVARKIEL

The legendary sword of the goddess Larani, also known as "Herald of the End of Life" and "Oathbinder."

AVERTU Keep [E9]

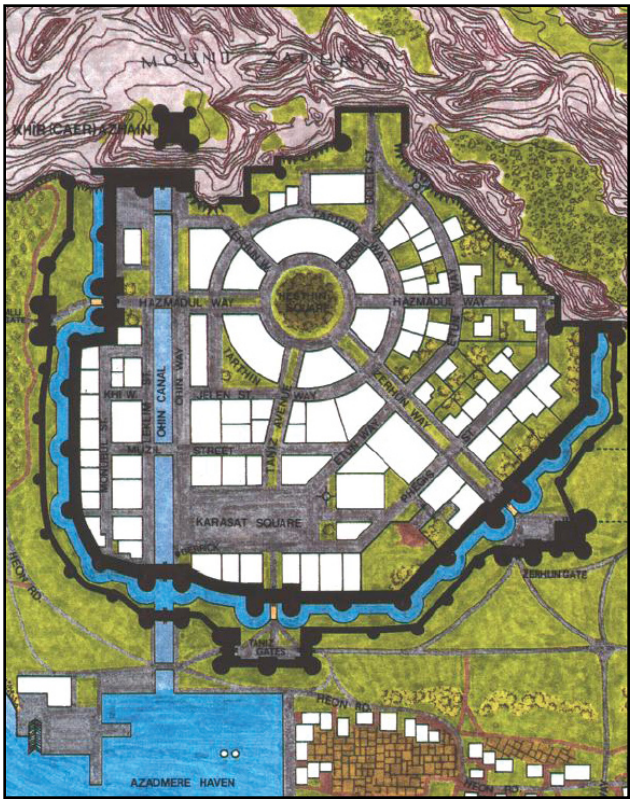
Realm: Kanday **Holder:** Sheriff of Selion
Population: 530 **Liege:** King of Kanday

A royal keep and the moot of Selionshire. Avertu was built in 509 as a naval base of the Corani Empire. The Sheriff, Sir Jens Demilaen, is distressed by the growing power of the Earl of Sarkum and his influence over Andasin IV. Sir Jens regards himself as the greatest loyalist of the House of Kand but feels that the present king is something of a disappointment.

AZADMERE, City of [L4]

Realm: Azadmere **Holder:** King of Azadmere
Population: 5,900 (4,100 Khuzdul, 1,800 Human)

The major settlement of the Kingdom of Azadmere and seat of the ruling clan Tarazakh. It is an impressive walled city, with a moat, stout double walls, and prominent round towers. The city is built along the shore of Lake Arain, hemmed against Mt. Zaduryn. As is the custom with the Khuzdul, extensive chambers and passages have been carved into the living rock of the mountain. Very few humans have seen the spacious halls within. Most of the Khuzdul reside in this inner city, while human citizens live in the outer city or in nearby villages.



AZADMERE, Kingdom of

The kingdom of the Hârnic Khuzdul is centered on the city of Azadmere but includes most of the mountains surrounding Lake Arain. The kingdom was founded more than 7,000 years ago but was once smaller than the ill-fated sister kingdom of Kiraz. The total population is 11,000, of which 6,200 are human, descendants of a few hundred trusted Jarin who were given refuge after the Atani Wars. Most of the humans live around the settlement of Habe. The kingdom also includes the impressive Zerhun fortress.

Although a few adventurous and outlawed Khuzdul may be found anywhere on Hârn, Azadmere has minimal contact with outsiders. The kingdom does import some of its food from Kaldor in exchange for cunningly wrought artifacts. It is deemed a great honor for an outsider to be permitted entry to the kingdom.

Hazmadul III, the leader of the royal clan Tarazakh, is an energetic Khuzdul of middle age who came to the throne in 658. The kings of Azadmere for the last 13 centuries have been:

Hazmadul I	456–361 BT	Tarthin	37–155
Harazul I	361–208	Karinazul	155–257
Karasat	208–164	Hazmadul II	257–390
Dhazalad	164–73	Dunazak	390–524
Zarhul	73–47	Lharzin	524–547
Ohin	47–12 TR	Erasath	547–658
Harazul II	12–37	Hazmadul III	658–present

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HÂRNDEX 14

AZERYAN

A great empire on the mainland of Lythia, Azeryan lies east of Trierzon, centered on the mighty city of Mekolis. Azeryan is an imperial state ruled by a great emperor whose legions are feared far and wide.

AZURA

The seventh month of the year by Tuzyn Reckoning is named after the Azure Bowl, a symbol of the god Siem. Azura is the first month of autumn.

AZURE BOWL, The

A highly mystical symbol of the god Siem and of his religion. Sindarin legends, old even when they first reached Hârn, describe the artifact as being connected with "the making, the holding, and the very spilling forth of the stars." If the original Azure Bowl ever existed, no mortal has ever seen it. There have been several facsimiles constructed and it is these to which most now apply the term. Although many Azure Bowls are undoubtedly the work of charlatans and of only aesthetic interest, others are authentic "gazing bowls." If one of these is filled with clear water (any special requirements are ambiguous), "visions" are apt to occur while gazing within. However, the spiritual fiber of the gazer, and possibly that of observers, may be altered. In view of the connection with Siem, such changes are probably benign.

BAILEY

A courtyard enclosed by fortified castle walls.

BAILIFF

On Hârn, a bailiff is either a person appointed to run a manor on behalf of the owner, or the assistant to a Sheriff. If the former, a bailiff will manage the fief either for a fixed stipend or a percentage of the revenues and will reside in the manorhouse. If the latter, a bailiff will probably be one of several bailiffs in a shire responsible for royal justice in a subdivision of the shire, usually called a "hundred." His formal title will then be "Bailiff of the Hundred" and he will reside in a manorhouse owned by the king.

BALAKAS, The [K1+]

An archipelago off the northeast coast of Orbaal in the Sea of Ivae. The largest island, Kereva, is inhabited. Numerous reefs make the islands hazardous for seafarers.

BALEFIRE CHRONICLE

The early history of the Church of Agrik, the Chronicle is the legacy of Ilpylen, the first prophet of Agrik. It was written by Moralin, the greatest of Ilpylen's eight disciples.

BALESIR, King of Chybisa

The twenty-third monarch of the Kingdom of Chybisa. Balesir succeeded, almost by default, when the tragic death of Udine II brought an end to the House of Burzada in 664. The first ruler of the new House of Geledoth, perhaps through no fault of his own, became involved in the Treasure War with Kaldor in 675. After long years of peace, Balesir's Chybisan army was no match for the Kaldoric knights and Balesir soon found himself besieged in Burzyn. Balesir held out until 678, when plague and rebellion forced him to surrender. Receiving honorable exile from King Torastra of Kaldor, Balesir and his few vassals journeyed to Melderyn, where the outcast king was finally able to raise an army in 686 after promising his fealty to Melderyn's King Chunel. At the battle of Geda in 687, Balesir won back his throne but then broke his promise to swear fealty to Chunel (an act for which Verlid VII, Balesir's successor, still has ulcers). Balesir himself died of stomach cramps in 691.

BALGASHANG

The legendary flame-shrouded fortress of the god Agrik and his minions, possibly located at the center of Kethira and said to be the location of Ak-Syt.

BALHAFEN [M5]

A good natural harbor and anchorage at the mouth of the Beldel River on the Isle of Keron. Sandy beaches allow shallow-draft vessels to be dragged ashore for repair. An Ivinian settlement was established in 704 before the planned attack on Thay but was mysteriously destroyed by a freak storm in 707. The anchorage is still occasionally used by mariners plying Hârn's east coast.

BALIMSHIRE

A shire of the Kingdom of Kaldor. The shire moots are held at Shebra, the keep there being held for the king by the Sheriff of Balim.

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BALL AND CHAIN

A flail with a metal ball attached to a handle by a short length of chain. Numerous varieties exist, including some with multiple spiked balls. See FLAILS.

BALM OF JOY, Order of the

The celibate, female order of the church of Peoni. The mother house located in Thay is the residence of the Peonian primate of Hârn. There are subsidiary temples in Aleath, Coranan, Cherafir, and Tashal, as well as hundreds of unmanned rural shrines dotted throughout civilized Hârn. The sisters of the order are beloved and welcomed by common folk of good heart. Each temple has an infirmary that is open to anyone of reasonable morals on a "pay as you can" basis. The sisters spend most of their labors among the people, providing comfort and healing. The order abhors violence and most members would rather die than cause suffering. The sisters tend to be aesthetic vegetarians but there is no rule to this effect. The Irreproachable Order is the fraternal male equivalent of the Balm of Joy.

BALSHA

Born to a common soldier of the Corani Empire in the Province of Rethem in 520, Balsha was the most important religious personality in the history of Hârn. His preaching of Balshanism, his charismatic personality, and the accuracy of his prophesies, won him a massive following. The emperor Medak had Balsha impaled in 558 but his martyrdom fostered the Balshan Jihad, a rebellion that destroyed the Corani Empire in seven bloody years. Some have suggested that Balsha was a renegade Melderyni mage, but this is unlikely.

BALSHAN JIHAD

The rebellion triggered by the execution of Balsha in 558 and which by 565 had engulfed and destroyed the Corani Empire. The jihad led to the founding of the Theocracy of Tekhos in 568.

BALSHANISM

A variation of the dogma of the Church of Morgath, espoused by and named for the prophet Balsha. Morgathian philosophy teaches that the afterlife is an eternity of misery and that one should live only for today. Balshanism argued that since the worldly existence of most was in itself misery, to avoid eternal misery, one must serve Morgath well today and receive the rewards of a grateful deity, with "half-life eternal." In effect, Balshanism argues that worship of Morgath during one's lifetime will moderate the misery of the afterlife, creating a state of eternal "undeath," now and forever.

BANEBERRY

Also known as the False Blueberry, the deadly berries of this plant are difficult to tell from those of its edible cousin. They are found in the highland slopes of Orbaal and are used as a potent poison.

BANQUET OF DELIGHT

The most important festival of the Halean religious year. It begins on the first and ends on the seventh of Halane. The activities are meant to offer a taste of what a pious Halean can expect in Corsilea.

BARON

The lowest hereditary title of nobility on Hârn, ranking below Earl. A baron's fief is called a barony and usually contains a keep and about 20 manors. Roughly 70% of these will be held by vassal knights and the rest held by his appointed bailiffs.

BARSOTHE Falls [J3]

A 120-foot waterfall on the Kald River. Uvien, one of the Pradeyalkri and a master of elemental water, is said to dwell nearby. Uvien's residence may or may not be submarine, but is at least well hidden.

BASETA Keep [J4]

Realm: Kaldor **Holder:** Constable
Population: 660 **Liege:** Earl of Minarsas

A keep in Meselyneshire on the east bank of the Kald. Baseta was originally fortified before the Migration Wars (c.140 TR), when it was part of the Kingdom of Nurelia. The present keep dates from the sixth century. A local legend relates that the ghost of Prince Brant, the last prince of Nurelia, was murdered here and haunts the site. The constable of Baseta is Sir Eres Tereneth, a robust and jolly man said to keep one of the finer tables and cellars in Meselyne.

BASTARD SWORD

Any hand-and-a-half sword between 40" and 48" in length. Bastard swords have longer hilts than broadswords and their name derives from the fact that they may be used either one or two handed.

BATTLE OF SORROWS

The last battle of the Atani Wars in BT 683. Although the Sindarin and their allies won the battle over the Lythians (the Atani), King Daelda was mortally wounded. His successor, Aranath, withdrew the Sindarin to the Shava Forest and established the Kingdom of Evael.

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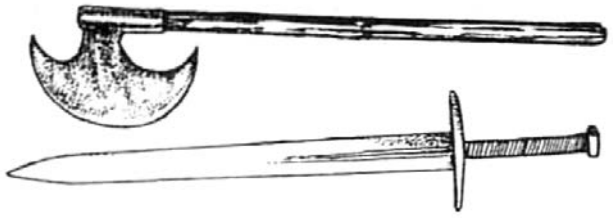

BATTLEAXE

A single- or double-bladed axe mounted on a shaft about 48" in length. The battleaxe is a hand-and-a-half weapon with considerable blunt and edge impact.

BATTLESWORD

Any large, two-handed sword. Most battleswords have broad, straight blades 48–60" in length, but there are regional variations. They are chivalric weapons and somewhat uncommon.

BEDENES Keep [C6]

Realm: Rethem **Holder:** Warriors of Mameka
Population: 380 **Liege:** King of Rethem

A fief held by the Warriors of Mameka, an Agrikan fighting order. The keep was built in 699, allegedly on land granted by King Nemiran. No legal title seems to exist; it is likely the land was seized from its legal holder during the turmoil caused by Ezar's War. The grandmaster is Horab Gerund, a sadistic and corpulent sensualist.

BEJIST [K8]

Bejist is located on Setha Heath, two leagues inland from the Belna Strait. A mysterious, foreboding place, its location is known only to a few. The site has buildings from three different periods in various states of repair. These include an Earthmaster structure, extensive ruins of an Atani War–era Sindarin prison, and a recent temple built and occupied by a renegade sect of Naveh known as the *Cult of Aedlad the Imprisoned*. The surrounding terrain is unappealing at best, mostly windswept heath with numerous and treacherous bogs. The Navehan clerics suffer no interlopers; trespassers they catch are unlikely to have a pleasant memory of their visit.

Although it is commonly believed that the Sindarin King Daelda died of wounds he received at the Battle of Sorrows c.683 BT, he is actually "imprisoned" at Bejist in a chamber hidden by great enchantment. For 12 centuries, Daelda has been engaged in a great struggle with the demon Aedlad, his evil alter ego. The Navehan clerics seek the prison of Aedlad, but do not understand the significance of their quest.

BEKAR Keep [D7]

Realm: Rethem **Holder:** Baron Orgatt
Population: 260 **Liege:** King of Rethem

A baronial seat in Parachshire. The keep was built in 653 by Arlun the Barbarian and granted to clan Orgatt by King Nemiran in 673. The Orgatts have considerable Kuboran blood, something Branal, the present baron, tries to hide. Branal is regarded as a pliable idiot, easily manipulated by the king.

BELNA Island [J8+]

An island to the south of Setha Heath. The windward margins are hilly heathland but the island is mostly mixed forest and woodland. Belna is the home of the Chymak.

BELNA Strait [J8+]

The strait separating Belna Island from Setha Heath. The western entrance is hazardous due to reefs and shoals.

BELSIRASIN the Weeper

One of the demi-divine servants of Peoni, Belsirasin is portrayed as a weeping young warrior without weapons. He is said to shed tears for every deceit of mortal man. A lord of truth and virtue, Belsirasin is the most stern and least forgiving of Peoni's servants.

BENATH, Lake [G5+]

Hârn's largest lake is fed by rivers of the Felsha and Rayesha Mountains and drained by the Thard River. The few small islands are uninhabited. The lake is important to Shiran's prosperous fishing industry and is a source of some raw materials for the town's famous perfumeries. The lake is normally quite calm but can become very rough during southwesterly storms. Lake Benath has the usual legends of fearsome monsters, but only a particularly nasty type of stinging freshwater eel is known to exist.

BERILIK

A plant found in shady forest, berilik is used to make a battlefield anesthetic.

BEYAAL

The Ivinian name for a byrnie, an armoured shirt or hauberk.

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BIDOW Keep [J4]

Realm: Kaldor **Holder:** Sheriff of Neph
Population: 425 **Liege:** King of Kaldor

A royal keep and the moot of Nephshire. The keep was built in 430 TR and is urgently in need of repair. The cellars have a tendency to flood during spring run-off and the foundations are showing signs of weakening. The sheriff is the Baron of Getha.

BIJO Island [G1]

The most northerly of the Hârnic Isles, inhabited only by seals and sea birds.

BILL (see Poleaxe)

BINDRA Point [K2]

A cape projecting into the Sea of Ivae north of the Anoth Delta.

BIREN River [M9]

The central river of Solora, which flows from the Anadel highlands to the Indatha Straits. The river passes through the heart of the Solori tribal lands.

BIRENSHIRE

A shire of the kingdom of Melderyn. The shire moot is at Racyn, where the Sheriff of Biren holds the keep on behalf of the king. Theoretically, Birenshire includes the Solora wilderness region.

BJAKA

The legendary "wind demon" of Mount Fyso.

BLACK LANTERN (see Uhla)

BLACK POLE (see Durakhar)

BLACKMAIL

To extract a payment in exchange for the armour of a defeated opponent. Mercenary knights are sometimes called blackmailers because poorer knights preserve their mail by soaking it in oil, rendering it black.

BLAZON

A verbal description of an heraldic achievement or device. Blazonry is the art of describing heraldic devices.

BLESSED REALM

The euphemistic name (the real name is unknown) of the present home of Siem. The Sindarin were, at the time of their arrival on Hârn, headed for this realm, lying "far to the west." Periodically, groups of Sindarin set sail for the Blessed Realm, which almost certainly lies beyond the bounds of Kethira, through a "gate" that opens only to Siem's command.

BOGAERN

A cheerful domestic spirit of Jarin belief, fascinated by the hearth fires of human homes and believed to bring good luck. However, if the Bogaern is ignored or abused by its chosen family, it causes complete chaos, even to the extent of wrecking the house or terrorizing entire settlements.

BOGNOR

A great mage, alchemist, and herbalist of the Fyvrian convocation who dwelled in the Anoth Delta. Bognor and his household were destroyed by one of his experiments, providing the Shek-Pvar with a teaching parable known as "Bognor's Folly."

BOKA Bay [D6+]

An arm of the Gulf of Andurien at the mouth of the Thard River.

BONDING FEE

When anyone brings trade goods into a settlement with a market, they must either purchase a hawking license to permit sale of the goods or place the goods in bond at an authorized bonding house. Hawking fees are one-time payments of generally 8–10% of the goods' value. Bonding fees are charged monthly and are typically 1–3% of goods' value. Goods placed in bond are usually re-exported but may be taken out of bond on payment of the appropriate hawking fee. Goods are not always inspected, and bribery, undervaluing, and graft are common.

BONDMASTER

The official responsible for the administration of a bonding house, and the collection of hawking and bonding fees. Appointed by the mayor or aldermen, the bondmaster is usually a guild member.

BORDAR (see Cottar)

BOSS GORE

A spike affixed to the boss (raised central portion) of a shield to give a thrusting option to its wielder. They are most often found on roundshields. Although shields are not good attack weapons, the boss gore can be effective against lightly armoured opponents in close combat.

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HÂRNDEX 18

BOWS

Many different types of bows are used in Lythia. The shape of a bow is a cultural matter. What really matters is the bow's size, which determines its range and accuracy. In general, the larger the bow, the more powerful it is. Bows are generally used as hunting weapons or employed en masse by foot archers to break up enemy formations. (See Longbow, Shortbow, Crossbow, Hartbow.)

BRANT, King of Nurelia

The third king (172–207) of Nurelia's only ruling house, clan Ethelyen. Brant guided his kingdom skillfully through much of the Migration Wars. He was succeeded by Nurelia's last king, Lotin the Grey.

BRANT, Prince

The uncrowned heir to the last king of Nurelia, Prince Brant was captured during the Kaldoric conquest. The young prince was confined in Olokand and later disappeared. Most folk suspect murder, possibly by being cast into the pit known as Ona-Setrum on the orders of King Kalabin of Kaldor.

BREATH OF KLYSS

Another name for the Shadow of Bukrai.

BROADSWORD

Any one-handed sword 30–40" in length. Broadswords are usually double-edged with broad, straight blades, but there are various regional variants. The broadsword is, by far, the most popular weapon of the feudal nobility of western Lythia.

BROMELEON Monastery [J6]

Realm: Kaldor **Holder:** Church of Peoni
Population: 115 **From:** King of Kaldor

The Peonian monastery at Bromeleon was built by the Irreproachable Order in 420 with a grant from King Aidrik III of Kaldor. It is a contemplative community that serves as a retreat for itinerent priests, ranking clergy, and high-born benefactors. Pelnala (high priest) Rablar Oppias is an inspiring spiritual leader who excels at spiritual and theological training and resolution of disorders of the soul. The subordinate manor of Poynter is a hospice for lepers and their families.

BRONDUSCHITHRIN, the Lord of Lies

Also known as the Taleweaver, Bronduschithrin is one of the Althar, the chief servants of Save-K'nor. He has charge of fiction and legend; his repertoire of stories is limitless.

BRYND Abbey [K5]

Realm: Kaldor **Holder:** Rekela of Serelind
Population: 245 **From:** Serekela of Kaldor

Brynd is the seat of the Rekela (bishop) of the Laranian diocese of Serelind in Kaldor. Rekela Verda Emerel, an elderly man in failing health, has been a steadying influence on the church, carefully mediating between the archbishop and the dogmatic Rekela Hadan of Abriel.

BUCKLER

A small shield, usually strapped to the secondary wrist. Bucklers are generally of light construction, allowing them to move faster than larger shields, but they are less durable.

BUJOC, The

A nation of shy, superstitious forest nomads with a strong matrilineal culture. Their tribes, some 30 in number, rarely exceed 100 in strength. They gather twice each year for a summer and winter moot, the latter in the hills overlooking Telumar. Inheritance and lineage are traced through females and Bujoc women play a subtle but dominant role in tribal affairs. They sit in council and often settle tribal disputes among themselves. The male chief of any tribe always acts on the advice of his wife, the Sha woman. She is the real power in the tribe, although this will not be apparent to outsiders. When the chief dies, his wife takes a new husband who becomes the new chief. When the Sha woman dies, the chief will take "the long walk." Her eldest daughter (usually) will become the new Sha woman, and her husband the new chief. The Bujoc do not see marriage as a sexual institution; any woman may summon to bed any unmarried male, or a married male with permission of his wife. Only the women are aware of the connection between sex and procreation. The Bujoc are not very warlike, but if forced to fight, they will employ bow and arrow from ambush.

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BUKRAI

An orb and power owned/wielded by Morgath.

BUKRAI, Shadow of

Also called the "Breath of Klyss," the Shadow of Bukrai is an evil emanation of the undead of Morgath (see GULMORVRIN).

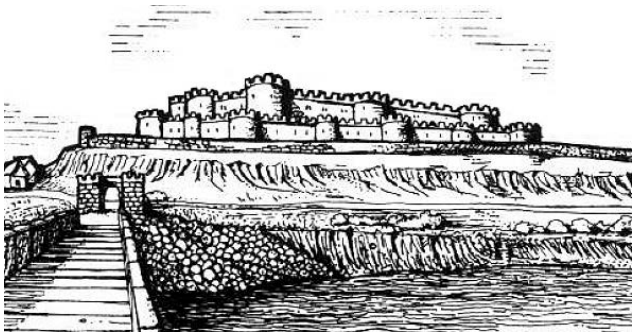
BULA Pass [F8+]

A strait separating the Isle of Domid from the mainland.

BURZYN Castle [L7]

Realm: Chybisa **Holder:** Constable
Population: 520 **Liege:** King of Chybisa

The principal seat of King Verlid VII, who also holds Onden Keep. Burzyn may be the most impressive fortification on Hârn. Located at the only bridge across the Ulmerien River, the original castle was built some 500 years ago to guard against barbarian encroachment. It has been improved and enlarged many times since, often with the aid of Khuzan masons. Burzyn is a mercantile center of some significance. The Hodiri use it for trading and it also commands caravan traffic between Thay and Tashal.



BWAFT [H4]

A gargun cave complex located at an elevation of some 5,900' on the southeastern flank of Mount Obew in the Rayesha Mountains. Winter forces the Gargu-kyani inhabitants into virtual hibernation.

BYTHE Keep [G6]

Realm: Tharda **Holder:** Bythe Cohort (1c)
Population: 1,175 **From:** Shiran Legion

A fortress and district capital in Shiran Province. Bythe is built on the site of an old Shira tribal fort. It is functionally a castle although still called a keep. It guards a bridge over the Thard leading into Shiran, the only crossing upriver from Coranan. The district legar is Carounda Polivar. The commander of Bythe Cohort (three companies) is Marvaen Sudela, a competent soldier with ambition to become provincial marshal.

CAELYNDD

A mighty warrior of Jarin folklore. Caelyndd was a servant of King Daelda during the Atani Wars. He was regarded as a terrible, avenging demon/spirit by the invading Lythian barbarians. By the action of foul sorcery, Caelyndd was cursed to an eternity of half-life and still wanders Hârn, a creature of pure evil, slaying and spreading wanton destruction.

CAER

The Hârnic term for a castle.

CALEME Abbey [J5]

Realm: Kaldor **Holder:** Serekela of Kaldor
Population: 325 **From:** King of Kaldor

Caleme is the seat of the Serekela (Laranian archbishop) of Kaldor and is held by the Order of the Spear of Shattered Sorrow from the King of Kaldor. Founded in 240, Caleme houses an impressive temple, the Serekela's palace, a cloister for resident clergy, an academy for noble children, and a chapter house of the Order of the Lady of Paladins. Serekela Edine Kynn has led the Kaldoric church since the murder of his corrupt predecessor in 708.

CALENDAR (see TUZYN RECKONING)

CALIN, King of Aleathia

The second monarch (371–393) of the Kingdom of Aleathia. Calin inherited the kingdom from his father, Alash, and managed to expand it north to the Eryn River and west to Sarkum. His only son, Elos, disappeared on Ternu Heath in 389, leaving his only other child, a daughter called Elana, to succeed him.

CALSTEN, King of Serelind

The first king (142–162) of Serelind.

CANON LAW

The body of law pertaining to the rights and privileges of churches and temples.

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CAPE RENDA DISASTER, The

The name for the events of 707 when an Orbaalese fleet intended for the sack of Thay was wrecked by a strange storm, often attributed to some spell of the Melderyni.

CARCUST [F5]

A gargun settlement located in a high pass through the Rayeshas. Carcust is home to more than 2,000 Gargu-hyeka.

CARNAGE OF KIRAZ, The

The name given to the rape, pillage, and massacre of Kiraz, an underground Khuzan city, by Lothrim in 120. This tragedy was avenged by the Khuzdul at the Battle of Sirion a few months later, when the enemy leader was captured and buried alive in "Lothrim's Tomb." Kiraz was subsequently sealed and abandoned.

CASTLE

A fortification consisting of, at least, a stone keep and outer wall, each with breastworks to facilitate defensive missile fire. A castle is distinguished from a shell keep, walled keep, or keep by the presence of fortified towers at the outer wall's weak points (usually the corners). A castle will also usually possess a fortified gatehouse or barbican and may be surrounded by a moat, ditch, and/or earthworks. Additional concentric walls may also be present. Within the castle "bailey" will be various outbuildings necessary to the normal operation of the castle's household.

Castles are usually constructed only in districts where unrest may be expected, such as on the frontier and in rebellious or newly conquered regions. Since the possession of a castle (or for that matter any good fortification) renders its owner immune from all but the most powerful assaults, kings and princes will tend to outlaw the proliferation of such structures; only those absolutely necessary to defend against invasion or unrest will be permitted. Another limiting factor on the construction of castles is the tremendous expense. Castles require several years and a great deal of expertise to build. Only the richest of fiefholders will be able to afford them.

CELAETUATH

Spirits and ethereal entities who figure in Jarin legends. They are usually described as small humanoids. Most tales of the Calaetuath are whimsical and have some moral and they are frequently seen as incidental characters in other tales. There are four main clans or groups of Celaetuath (see Bogaern, Curicaune, Maesrol, and Polrae).

CENTAURIN

The origin of Hârn's centaurin is unknown to anyone. They are now very rare and most scholars regard them as mythical. Centaurs are intelligent and use weapons such as the axe, spear, bow, and sling with great proficiency. They travel in small family groups and are extremely shy of strangers. A centaur's lifespan is around 400 years. They are hardy and do not wear garments, although they may wear belts, ornamental jewelry, and packs. Centaurs are omnivorous, with a large fiber content to their diet.

CERLYNN

A henge or stone circle somewhere in eastern Hârn, where Caelyndd camped before his final battle and where a vision came to him.

CESTOR Keep [G6]

Realm: Tharda **Holder:** Hediro Cohort (2c)
Population: 575 **From:** Shiran Legion

A fortress and settlement in Hediro District of Shiran Province, garrisoned by two companies of the Shiran Legion. The commander of the cohort is Kalarn Horla, a competent thug. The administrative center of the district is Hediro, but there is a plan to transfer this to Cestor in the near future.

CHAFIN I, King of Rethem

The sixth monarch (692–703) of the Kingdom of Rethem. Chafin was the eldest son of Kabe and took the throne during Ezar's War. He was a competent strategist and managed to maintain the war as a stalemate despite the failure of the Sarkum and Hebon campaigns. He determined that the assassination of Queen Eriel, Kanday's ruler, would demoralize his enemy and win him the war, and he ordered her murder by the Order of the Crimson Dancer. The assassination was successful but did not have the desired effect. Kanday was outraged when the assassin, captured and made to confess, implicated Chafin in the crime. Kanday then mounted a determined campaign to win the war, which ended in its favor with the Peace of Selvos in 697. Looking for scapegoats, Chafin had Ezar murdered in 698 and showed much disfavor to the Order of the Crimson Dancer, forcing the order to leave Rethem and emigrate to Orbaal in 701. Having made so many enemies inside and outside Rethem, Chafin was unlikely to survive long; he was assassinated in 703 by unknown assailants.

CHAFIN II, King of Rethem

The seventh monarch (703–715) of the Kingdom of Rethem. Chafin II was the brother of Chafin I. His reign was peaceful (by Rethemi standards) but still involved the usual internal dispute, rebellion, and political chaos. His

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elder brother had managed to antagonize most religious fighting orders in Rethem and the new king spent most of his reign confined inside Shostim Castle, protected by a bodyguard of some 300 men. Powerful nobles, notably the Earl of Tormau, did what they wished, as did the fighting orders. That Chafin survived to die peacefully in his bed in 715 was something of a miracle.

CHAFIN III, King of Rethem

The eighth and current monarch of the Kingdom of Rethem. When the previous king, Chafin II, died in 715, a covert power struggle ensued among his relatives. The ruthless cousin who emerged the victor took the name Chafin III. A ruthless and amoral man, Chafin III is bold and capable. Many believe his skill and ambition will unite Rethem and redress the kingdom's losses to Kanday.

CHAINMAIL

An incorrect name for mail armour.

CHAKRO, Gulf of [H7]

An arm of the Gulf of Ederwyn located off the south coast of Hârn.

CHAKTA Keep [D7]

Realm: Rethem **Holder:** Sheriff of Zabin
Population: 425 **From:** King of Rethem

Chakta keep dates from 410, when the Corani Empire built it to defend the lowest crossing of the Thard. It now guards the south end of the Dedergon Bridge, a wooden structure connecting Chakta with Golotha. The Sheriff, Sir Lewen Reytal, worries about the conflict along the Kanday border and fears it may be escalating.

CHAMBER OF THE RED DOMES, The

The home of the Thardic Senate in Coranan, named for the crimson domes atop the building. The Chamber was built from 507 to 511 to house the imperial bureaucracy of the Corani Empire. It was damaged by fire when Coranan fell to the Balshans in 565, and again in 588 amid the riots that toppled the Theocracy of Tekhos. In 624, the Chamber was restored to house the senate of the Coranan Republic and refurbished in 675 for the Thardic Senate.

CHANAKUR

A foul and evil monster that terrorized parts of eastern Hârn in the distant past. Chanakur was defeated and imprisoned by the great mage Genin, who warned that, one day, the beast would return.

CHANDLERS' Guild

Chandlers have a monopoly on the production and sale (for profit) of candles, lamps, and the like. Many supplement this activity by provisioning ships and operating a kind of "general store," offering for resale a variety of wares produced by other guilds. They will charge 10–30% more than would the craftsman himself, but, for those who can afford it, they offer the advantage of "one-stop" shopping.

CHANGELING

A mortal child or the descendant of a mortal child stolen from its parents and turned against humankind by the Morsindari.

CHARCOALERS' Guild

Guildsmen who deal in the sale of charcoal, coal, and, in towns only, firewood. Coal is rare on Hârn and quite expensive, but is used by some wealthy Hârnians to heat their homes. The major customers for the charcoalers are metalsmiths, miners, and weaponcrafters.

CHARET, Mount [H2]

A peak in the central Jahl Mountains (7455').

CHARGE

In heraldry, the charge is a device on a shield.

CHAUSSES (see Leggings)

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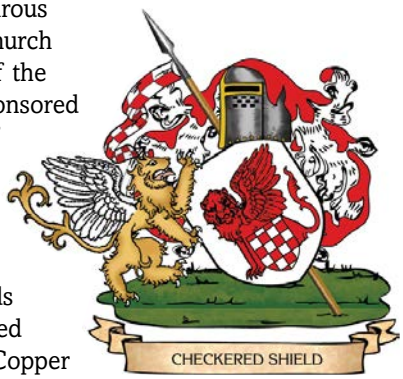
CHECKERED SHIELD, Order of the



The western chivalrous fighting order of the Church of Larani. The Order of the Checkered Shield is sponsored by the clerical Order of Hyvrik and was founded in 622 by Andasin I to guard the northern border of Kanday. The order holds Menekod, which it seized from the Order of the Copper Hook during Ezar's War. The Checkered Shield is renowned for its individual and collective military prowess, as well as for its chivalry. The order provides guards for the temples of its parent clerical order, and, on request, for any other "good" Church. The order takes its name from the legendary red and white checkered shield of the goddess Larani. Knights of the order bear facsimiles of this shield.

CHELEBIN I, Queen of Kaldor

The thirteenth monarch (484–516) of Kaldor and that country's second queen. She was the fourth ruler of the house of Artane, having succeeded her mother, Myselbane. She was succeeded by her son Aidrik V.

CHELEBIN II, Queen of Kaldor

The fifteenth monarch and third queen (518–533) of the Kingdom of Kaldor. She inherited the throne on the early death of her brother Aidrik V and was succeeded by her grandson Roloth. She was the sixth sovereign of the House of Artane.

CHELEBIN III, Queen of Kaldor

The twenty-first ruler (fifth queen) of Kaldor (651–669) and the third monarch of the House of Elendsa. She was the queen of Haldan the Younger, by whom she bore Torastra. Her popularity was such that she was chosen to succeed even over her own son, who was more interested in tournaments and duels at the time.

CHELEMBY

An island city-state and important trading center in the Sea of Ivae east of Hârn.

CHELMARCH

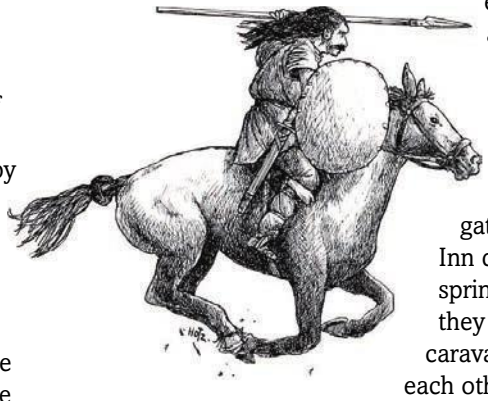
A district claimed but only loosely (if at all) controlled by the King of Kaldor, who is also the Warden. According to Kaldoric reckoning, the region is bordered on the west by the Isulon river and the Felsha Mountains, on the south by the Wend River, on the north by the Efrel, and on the east by the Geleme. Trobridge Inn lies within the claimed territory but remains independent.

CHELNA GAP [I6]

A wooded plain between the Felsha Mountains and the highlands of the Shava Forest. The gap is crossed by the Salt Route and is the main land corridor between eastern and western Hârn. Control of its vital traffic was one of the issues leading to the Salt War between Kaldor and the Thardic League. Today, the region is claimed by Kaldor as the Chelmarch, but only the odd patrol from the kingdom is likely to be encountered. Trobridge Inn lies at the western end of the gap. In a battle fought just east of the inn during the Salt War in 672, a Kaldoric army was defeated by a larger force of the Thardic League. The gap is the home of the generally hostile Chelni, a loose federation of some 30 barbarian tribes. The only hope of safely traversing the gap is to convince a Chelni chief to give his protection in return for suitable gifts.

CHELNI, The

A loose federation of some 30 tribes, ranging in size from 60 to 200, who occupy the Chelna Gap and surrounding hills. They are a pastoral people, constantly on the move and dwelling in large communal tents. Each tribe keeps herds of cattle and ponies, usually 100–300 of each, which are actively traded for ironwares and other artifacts they cherish. The various tribes hold a major gather near Trobridge Inn during the early spring, during which they will trade with caravan merchants and each other, a truce being declared for the occasion. For the rest of the year, the Chelni tend to be hostile to each other and to travelers. Their warriors, mounted on sturdy Chelni ponies, are usually well armed with bow and arrow, spears, and leather round shields.



CHENAD Keep [F7]

Realm: Tharda **Holder:** Chenad Cohort (1c)
Population: 660 **From:** Coranan Legion

A fortress and district capital in Coranan Province. The site was originally occupied by the Telene tribal people who were assimilated into the growing Corani Empire. The first fortification was built in 339 but later improved by Emperor Mejenes in 452. The district legar

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is Lounda Krenna. The commander of the Chenad Cohort's three companies is Toliam Herthel.

CHERAFIR, City of [N10]

Realm: Melderyn **Holder:** Constable
Population: 7,000 **Liege:** King of Melderyn

A walled town situated on a headland in the Tuven River estuary. It is the royal seat of the Toron dynasty, kings of Melderyn. The site was occupied by the Jarin as early as 1100 BT but appears to have also been used by the Earthmasters. The modern city was founded in 1 TR, when Erebir Pendragon made it his royal seat. The city is renowned throughout western Lythia as a center of scholastic activity. It is sometimes referred to as the Mages' City, a place that superstitious folk claim is prone to strange happenings.

Cherafir imposes strict controls on foreign trade and ships. All traffic between Lythia and mainland Thay is required by law to dock here for inspection. There is an extensive list of goods that Melderyn will not permit to be imported. Proscribed items include weapons more "advanced" than those already present on Hârn and certain (unspecified) drugs, herbs, and elixirs. Some potential immigrants with special powers or knowledge are also denied entry. A duty (10–500%) is levied against all allowable imports. Visitors to Cherafir are usually confined to the Alienage, a cosmopolitan dock-side district dominated by the Lia-Kavair. The following temples can be found in Cherafir:

Halea	The Silken Voice
Larani	The Spear of Shattered Sorrow
Peoni	The Balm of Joy
Peoni	The Irreproachable Order
Save-K'nor	The Shea-al-Aecor *

* Headquarters of the order and seat of Hârnic Primate.

CHERFINSHIRE

A shire in the Kingdom of Melderyn. Shire moots are in Shenap, held for the king by the Sheriff of Cherfin.

CHERNAE, King of Aleathia

The fourth monarch (409–429) of the Kingdom of Aleathia. This son of Queen Elana was a wastrel and effeminate ruler, probably homosexual. He did little during his 20 years on the throne other than hunt, fish, and lavishly entertain a clique of male advisors of a similar bent. Chernae drowned on a hunting expedition in 429, leaving no heir.

CHERON, Mount [I5]

A peak (7498') in the central Felsha Mountains.

CHETUL River [D5+]

Rising in the western foothills of the Rayeshas, the Chetul flows north and west to the Sea of Tirpal. The river is considered to be sacred by the Urdu tribal nation.

CHIDENA, Queen of Kaldor

The seventeenth ruler and fourth queen of the Kingdom of Kaldor (559–588). Chidena was the eighth monarch of the House of Artane and inherited the throne on the death of her father. She was succeeded by her only son, Iemald.

CHIND, the Dog

A non-zodiacal constellation of the southern sky.

CHINDRA, The

A disorganized gargun nation of Gargu-hyeka inhabiting the northern half of the Anadel region. They are often in conflict with the Bujoc tribesmen.

CHISON Keep [E8]

Realm: Kanday **Holder:** Sheriff of Urien
Population: 480 **Liege:** King of Kanday

The moot of Urienshire, Chison was built in 382 on the site of an old tribal hill fort. During the Theocracy of Tekhos (572–88), a bizarre Morgathian cult operated

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from a hidden temple in the area. The Sheriff of Urien, Sir Nordis Lunteyn, is 32 and something of a romantic. He believes in the ideals of knighthood rather than the realities. One of his fondest desires is the establishment of an annual tournament of chivalry similar to the famous royal tourney held in Olokand in Kaldor. Since his appointment in 717, he has been petitioning Andasin IV to this end.

CHOLAS Abbey [K5]

Realm: Kaldor **Holder:** Rekela of Kephrus
Population: 310 **From:** Serekela of Kaldor

Cholas is the seat of the Rekela (bishop) of the Laranian diocese of Kephrus in Kaldor. The diocese includes the barbarian-infested Chelmarch. The diocese's abbeys are well-established and wealthy. Rekela Tyrnal Dariune is also the Bailiff of Cholas Hundred. Plaintiffs who tithe generously to the church generally find Bailiff Dariune's decisions satisfactory.

CHOLE, Mount [H2]

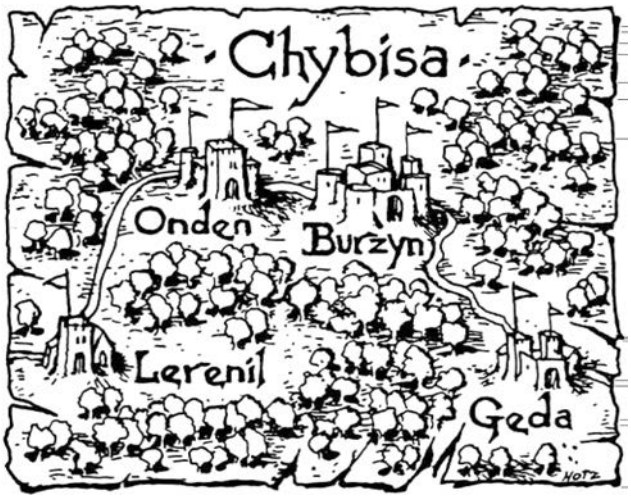
A peak (6854') in the central Jahl Mountains.

CHUCHLAEN WHEELWRIGHT, Order of

An Ilviran clerical order based at Gedan. The order was founded in 686 and is associated with a faction of the Jarin resistance movement based at Gedan.

CHUNEL, King of Melderyn

The twentieth and current pendragon (king) of Melderyn and fourth sovereign of the Toron Dynasty. Chunel succeeded his father in 684 and is renowned for his cynical wit. Like preceding monarchs, he leaves much of the government to his council but is highly competent and active in affairs of state. When he took the throne, the tiny kingdom of Chybisa was under the occupation of Kaldor. Chunel decided to support Balesir, the deposed monarch of Chybisa, in return for a promise of fealty. With an army raised among the mainland possessions of Melderyn, Balesir regained his throne in 687 but did not keep his promise to Chunel. It is said that when news of this betrayal was brought him, Chunel expressed a lack of surprise; some say he actually laughed. Chunel subsequently denounced the treachery and has not given up his claim to Chybisa, but neither has he taken any obvious action to press it. Chunel is in excellent health and comes from an extremely long-lived line. He is 58 years old and has one son among five healthy children.



CHYBISA, Kingdom of

Chybisa is Hârn's smallest state, a tiny kingdom on the south bank of the Ulmerien River ruled by King Verlid VII from Burzyn. The kingdom was founded in 160 by a mixed group of immigrants from Melderyn, led by a supposed knight called Shobald.

Chybisa was once significantly larger but lost most of its territory to rampaging Pagaelin and Hodiri tribesmen during the Migration Wars. Five centuries later, the kingdom still maintains a delicate independence, although it has twice come under the control of foreign powers, Melderyn (409–475) and Kaldor (678–687).

Chybisa contains some of Hârn's most impressive fortifications, particularly the royal castle at Burzyn. Unlike other feudal kingdoms on Hârn, Chybisa is not divided into shires and has no earldoms. The present king, Verlid VII, has his principal seat at Burzyn and a royal keep at Onden. Geda Keep is held by Baron Forsetha and Lerenil Keep by Baron Legith, both from the king.

The 24 monarchs who have ruled Chybisa are:

House of Shosel	
Shobald	160–183
Verlid I	183–210
Verlid II	210–251
Colasten I	251–284
Verlid III	284–316
Verlid IV	316–350
Nyrenalis	350–354
Colasten II	354–375
Verlid V	375–392
Verlid VI	392–409
House of Rylia*	
Imadain I	409–413
Imadain II	413–440
Arabar	440–463
Erebir	463–475
House of Burzada	
Sharat I	475–506
Gometh	506–521
Sharat II	521–541
Lonatar	541–559
Sabalyne	559–590
Gebral	590–627
Udine I	627–661
Udine II	661–664
House of Geledoth	
Balesir +	664–691
Verlid VII	691–

*Kings of Melderyn
+Torastra of Kaldor (ruled 678–687)

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CHYMAK, The

The tribesmen of Belna Island. They number just more than 2,000, spread among 60 clans of 25–50 persons. Clans are matrilineal but not matriarchal; descent and inheritance are traced through the maternal line but woman do not govern. The Chymak are great fishermen and are noted for their large sea canoes, which they skillfully navigate throughout the area's perilous waters, from the mouth of the Kald to Cape Horab and even as far south as Shata Island. The Chymak have taboos concerning the islands of Keboth, Yaelin, and Gyzem.

CHYREFAL Castle [N9]

Realm: Melderyn **Holder:** Sheriff of Ikom
Population: 540 **Liege:** King of Melderyn

The present castle was built in 478, but this site has been continuously occupied since at least 1100 BT, when the Jarin built a small settlement. There is also evidence of much earlier habitation, namely a ring of standing stones called the Twelve Arrows that is several thousand years old. During the Five Kingdoms period, Chyrefal was the capital of the Kingdom of Chaig. After the foundation of Melderyn, it became the Earldom of Iko. The ruling house died out in 590 and the earldom was formally abolished by the Shires Edict of 630. Due to communication difficulties, Ikoshire is very much left on its own, with little interference from the crown. The Sheriff is Sir Balsen Torele, a highly competent administrator. Chyrefal has an Odivshe chantry of the Shek-Pvar, which was established as early as 500 BT and is considered one of the best of its type in Lythia.

CLESSAN, the Stag

A non-zodiacal constellation of the Northern sky.

CLURICAUNE

A solitary spirit of Jarin lore, said to inhabit wine cellars, where it spends its time drinking alone. Cluricaune are able to foresee the future. A very thirsty Cluricaune lives under Leriel Castle in Orbaal.

CLOTHIERS' Guild

Clothiers belong to one of the largest guilds. Most of the population makes its own rags, but the wealthy middle class and the nobility count a clothier's products among their status symbols. A master clothier knows the arts of tailor, glover, and haberdasher, although some masters specialize. Some establishments employ dozens of journeymen and apprentices. Wealthy nobles may have bonded master clothiers in their employ.

COAT OF ARMS

An achievement displayed on a coat, usually as embroidery on a knight's surcoat.

CODOMINIUM, The

The era of Hârnic history between the departure of Siem (c.7000 BT) and the arrival of the first humans (c.1300 BT). After the myth-steeped emergence of the Khuzdul, the Sindarin king Daelda ruled both races for almost six millennia. The Codominium was one of Hârn's most peaceful eras, with the divergent skills and cultures of the two elder peoples harmonizing to produce a golden age of great achievements of which precious few survive. The Codominium ended with the establishment of human Jarin settlements on the east and south coasts of Hârn. Daelda continued to reign over the whole island until his death around 683 BT.

COHORT

A military unit ideally consisting of 400 foot or 200 cavalry (see LEGION).

COHORTS OF GASHANG, Order of the

An Agrikan fighting order based at Themeson, sponsored by the female clerical order, Eight Demons. The full name of the order is Cohorts of Gashang, the Emperor of Flame, but their formal title is little used. Interestingly, the clerical order is restricted to women while the fighting order is open only to males. Originally only a sub-sect, the Cohorts of Gashang split from the Red Shadows of Herpa in 714 at the climax of a theological/political dispute. Knights of the order are known to bring captives to the tender mercies of their parent clerical order in Golotha, Shiran, and Coranan. They carry red-tipped maces as a favorite weapon, the Gashang being the symbolic flaming mace of Agrik.

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COLASTEN I, King of Chybisa

The fourth monarch (251–284) of Chybisa.

COLASTEN II, King of Chybisa

The eighth monarch (354–375) of Chybisa.

COLURA of Coranan

The fifth Autarch (661–668) of the Thardic League. Colura inherited the Five-Year War initiated by his predecessor, Jalien. For the first three years, he was able to defeat Kandian armies at will but suffered a crushing defeat when faced by the Kandian warrior queen, Arelora, at the Battle of Eidru in 665. Forced to retreat to Coranan, Colura sued for peace in 666 and the war ended with victory for Kanday.

COMPANY

The nearest English translation of a term used generally throughout Hârn to describe a military unit composed of about 20 men (see LEGION).

CONCORDAT OF THE ILLIMITIBLE TOME

The legendary treaty of peace between the gods that ended the "time of cataclysm doomed surely to be the end of all that be." The Concordat, the Ke'lha-hy-Var-hyvrak, provided that all the myriad knowledge of men and gods be removed from the minds of men and reserved to the gods alone. This knowledge was written in the Var-hyvrak (the Illimitible Tome) and placed in the keeping of the god Save-K'nor against future need. The Concordat also established strict limits on the ways in which the deities could intervene to aid their adherents and the frequency with which such interventions could take place (karma or manna). The articles of the great treaty are, by their very nature, incomprehensible to mortals, which fact is used to "explain" the sometimes inexplicable behavior of the gods.

CONSTABLE

An officer appointed by a holder of a keep or castle to govern it for him. A constable is not a true fiefholder since the office is not hereditary. His function is merely to administer the estate in exchange for a fixed annual stipend or a percentage of the fief's revenues.

CONVOCATION

A brotherhood or division of the Shek-Pvar. Each convocation specializes in magic of a particular element. There are six convocations (see LYAHVI, PELEAHN, JMORVI, FYVRIA, ODIVSHE, and SAVORYA).

COPPER HOOK, Order of the

An Agrikan fighting order established in 623 under the sponsorship of the clerical order, Fuming Gate. After several decades of aimless pillage and poverty, the order swore fealty to Arlun of Rethem in 641, probably in the hope of being granted some lands. This grant took 40 years, but their patience was handsomely rewarded in 681 when Nemiran gave them Menekod, Hyen, Dunir, and Selvos.

The next year, the order used its new power to launch an attack on the Kandian keep at Imiden. This started a 15-year conflict between Rethem and Kanday that came to be known as Ezar's War, named after the order's grandmaster. The war proved to be disastrous for both Rethem and the order. All of the order's holdings except Hyen were captured and are still held today by Kanday. The Copper Hook has never recognized the Peace of Selvos that ended Ezar's War in 697. It has continued to skirmish with Kandian units for the past 23 years, notably with those of the Order of the Checkered Shield.

CORANAN, City of [E7]

Realm: Tharda
Population: 12,500
Status: Freetown (Prefect/Warden)

Hârn's largest city, located in the heart of the fertile Thard valley, Coranan is the most important economic center of the region. It is the terminus of the Salt Route, the main trade route with eastern Hârn, and it sits astride the road and river links between the cities of Golotha, Shiran, and Aleath.

Coranan was founded in 301 by Corthir, the first ruler of the Corani Empire. As the imperial capital, Coranan grew to dominate the cultural and economic affairs of Tharda, but became somewhat decadent and fell to the hordes of the Balshan Jihad in 565. The establishment of the capital of the Theocracy of Tekhos at Shiran, perceived as a deliberate snub, made Coranan a center of intrigue against Tekhosian rule. This culminated with the assassination of Horahnam, dictator of the regime, in Coranan in 588. After the collapse of the Theocracy brought several decades of turmoil, the Coranan Republic, founded in 621, managed to restore order in central Tharda and the city began to flower again. In 632, an alliance was formed with the Shiran Republic,

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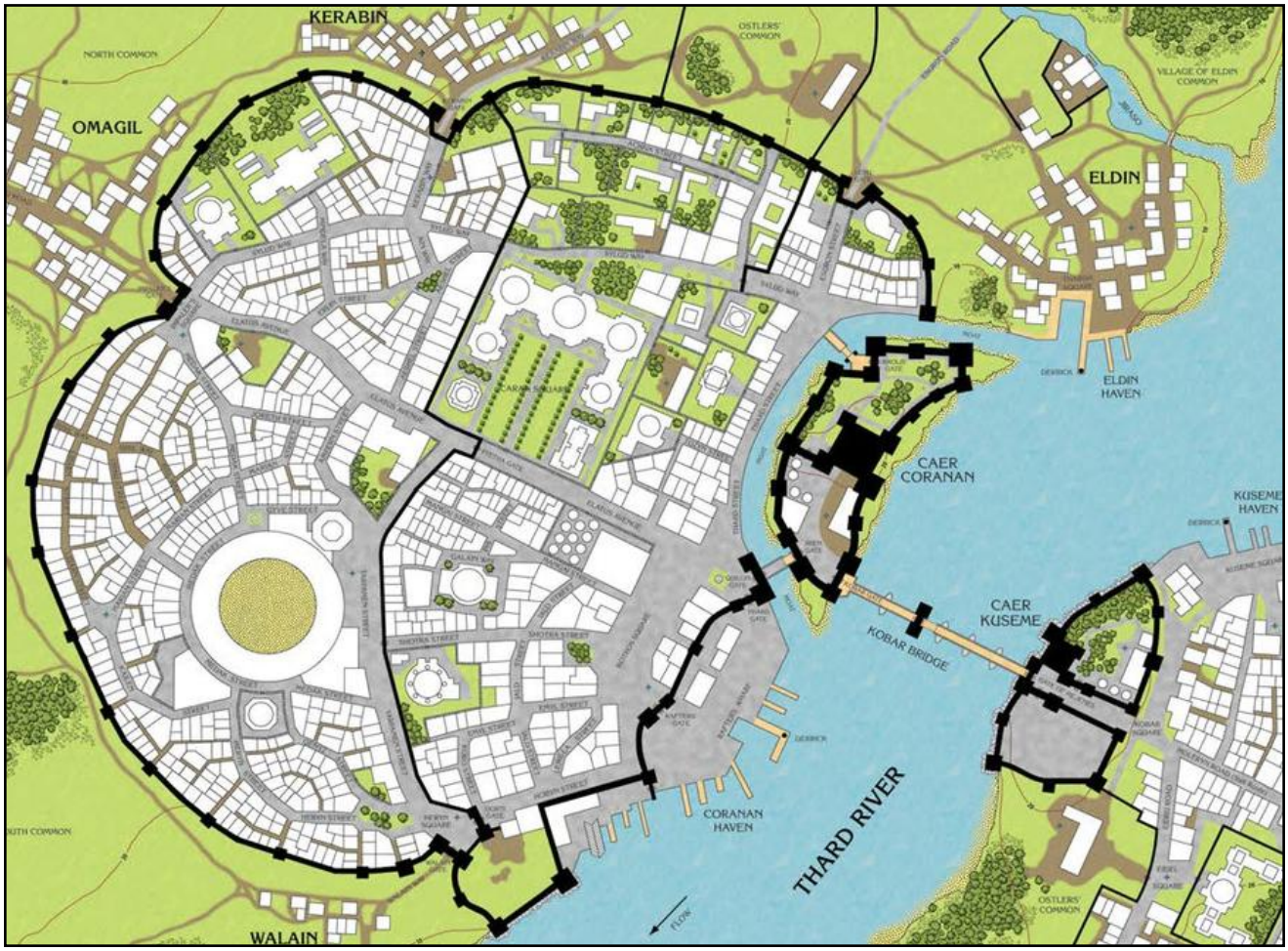
developing into the Thardic League in 636. When the League became the Thardic Republic in 674, Coranan became its capital.

The city of Coranan is governed by two officials, both appointed by the senate for one-year terms that are renewable at the pleasure of the senators. The prefect is responsible for financial, judicial, and other civic matters, and has a large bureaucracy to assist him. The prefect is Toribir Wejik, a competent administrator who has held the office for four years. Wejik is a scholarly man of 57, whose frail appearance belies his energy. He frequently outworks his younger assistants.

Military affairs are the responsibility of the warden, who commands the Red Guard, a cohort of eight companies that is the only unit of the Thardic army permitted within the city's walls. The Red Guard was originally formed to protect the Chamber of the Red Domes, which now houses the Thardic Senate. Headquartered in the impressive Citadel, the Guard sees itself as the elite of the republic's warriors. Entrance requirements are theoretically high, but years of indolence and the practice of granting officer ranks to favorite nephews of senators has blunted its fighting edge. The Guard is also supposed to be the garrison and police force of Coranan, but it deems such duties too trivial and they have gradually been taken over by a multiplicity of privately funded mercenary bands. The position of warden has been vacant for three months due to a deadlock in the senate. The two leading candidates are Harmon Kainel and Azikain Gelber.

With the possible exception of Cherafir, Coranan is the most cosmopolitan settlement of the Hârnic Isles. The city is noted for its profusion of palaces and major buildings. In addition to the Chamber of the Red Domes and the Citadel, formerly a palace of Corani Emperors, the city has 12 major temples and Hârn's largest Pamesani arena. Coranan is a city of enclaves; its several



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quarters are divided by walls. Coranan has the following temples and clerical orders:

Agrik	The Eight Demons
Agrik	Herpa the Mace (covert)
Agrik	The Octagonal Pit
Halea	The Silken Voice
Larani	Order of Hyvrik
Morgath	The Lord of Chaos
Naveh	Covert +
Peoni	The Balm of Joy
Peoni	The Irreproachable Order
Save-K'nor	The Hyn-Aelori *
Save-K'nor	Order of Rydequelyn
Save-K'nor	The Shea-al-Aecor

* Headquarters of the order.
+ Seat of the Primate of Hârn.

CORANAN Province

One of the six provinces of the Thardic Republic. The provincial capital is at Telen, the city of Coranan having its own administration. The provincial magistrate is Amerak and the marshal is Cobart. Both men are members of the powerful Nordaka family, which owns thousands of acres around Telen.

CORANAN Republic

A plutocratic republic centered on the city of Coranan and founded in 621. Together with the Shiran Republic, it formed the Thardic League from 636 to 674. The republic was formally dissolved in 674 and replaced by the Thardic Republic.

CORANI

The tribal nation that founded the Corani Empire under Corthir.

CORANI EMPIRE

The empire founded in 301 by Corthir, chieftain of the Corani tribal nation. It came to dominate all of western Hârn before collapsing to the Balshan Jihad in 565. The Corani empire was the largest human state in Hârnic history. Seemingly destined to rule all of Hârn, its corruption, too many weak emperors, and a series of floods, plagues, and famines led to its demise. Much of the character of present day Tharda had its roots in the empire. Most of the region's fortifications, roads, and ports were founded during its existence. The 15 monarchs who ruled the Corani Empire were:

Corthir	301–318	Mejenes	443–465
Kusem	318–333	Sylud	465–485
Lobir	333–361	Saurach	485–491
Raelan	361–366	Mindrithar	491–512
Arosta	366–380	Korad	512–528
Malian	380–394	Shorka	528–555
Kobar	394–437	Medak	555–565
Laketta	437–443		

CORSILEA

The bejeweled, seven-leveled heaven of Halea, Corsilea has been described as "a many-chambered keep of crystal walls and silkened halls, a'froth of crimson color, where soft and luxurious pools effervesce with lusty perfumes and hidden secrets among the splashing of wine; golden passion awaits the soul who rises to the Lady's eyes…."

CORTHIR

The chieftain who unified the eight Corani tribes, founded the Corani Empire, and ruled from 301 to 318. A Corani legend tells of how Corthir challenged and defeated each of seven other Corani chiefs in a single day to unify the tribes and found his kingdom. The site of his victories was apparently chosen as the location for the city of Coranan.

COSYUH Keep [M7]

Realm: Melderyn **Holder:** Sheriff of Elorin
Population: 300 **Liege:** King of Melderyn

A royal keep in Elorinshire held for the king by Sir Denyl Hilbern, Sheriff of Elorin. The site was once a Lakori tribal settlement. The existing keep was built in 548, replacing an earlier structure built around 180 by the Kingdom of Elorinar. Sir Denyl, who is 26, was appointed sheriff in the summer of 719. Until that time, he had been the deputy to the previous sheriff, Sir Peten Tamarin, who died after a riding accident. Sir Denyl is a laconic young man who periodically displays a sardonic wit.

COTTAR

An unfree peasant, also called a bordar. Cottars typically hold 1–5 acres.

COUDE

Elbow armour, usually of plate or kurbul.

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COURT OF PENTACLES, The

Established in 421 in the Corani Empire during the reign of Kobar the Eternal, the Court of Pentacles was, at first, an economic advisory body to the imperium. The Court evolved and its financial influence spread over the whole of Hârn as it gradually came to represent the interests of the "middle class." Effectively mediating between governments and the nascent guild "system," the Court became an international organization and proved that it could best administer most commerce. In 493, it was renamed the Mangai.

COURTESANS' Guild

Courtesans offer a wide range of erotic services in houses that bear names such as House of the Seven Joys and Floating World of Three Heavens. Courtesans should not be thought of as ordinary prostitutes, as their houses are far above the common brothel in decorum and luxury. The guild is loosely organized. Typically, the guild acquires most of its attractive teenage girls through brokers from their impoverished fathers, a better fate than most would otherwise enjoy. These girls receive instruction in the erotic arts in return for a bonded contract to work for a franchised house for seven years. After this, a courtesan may retire, leave to join another house, or remain with her present house as a partner. Courtesans are always expensive. Depending on the house, services range from 12 to 36d per visit, while the great ladies of the profession can command fees ten times this. Most courtesans retire before age 30, usually with a tidy nest egg. Some marry former clients or enter the church of Halea, their patron deity. A few will establish their own houses. The most famous, and expensive, Hârnic courtesan houses are in Shiran.

COWL

Flexible armour of cloth, leather, quilt, or mail covering the skull and neck (short cowl) and sometimes the shoulders (long cowl). Cowls may be body armour extensions or separate garments. A quilt cowl is always worn under a great helm.

CRADOR the Blind

The most enigmatic of the three deities of Kuboran religion. Insane Crador is the bringer of evil dreams and the protector of fools and children. Sometimes he is benevolent, sometimes not.

CRENELLATION LICENSE

A license granted by a sovereign to build and/or upgrade a major fortification. A crenellation license is needed to build a keep or castle or to wall a town. Because major fortifications render their holders immune to all but large, determined assaults, governments carefully limit their construction.

CRIMSON CHAMBER, The

The mythical residence of the goddess Halea. The Crimson Chamber is said to be the "room of ultimate indulgence" where the "chosen" of the immortal lady enjoy an afterlife of constant sexual, culinary, and other erotic pleasures, until they presumably go mad and are replaced by new "chosen."

CRIMSON DANCER, Order of the

An Agrikan fighting order consisting entirely of women and sponsored by the female clerical Order of Kukshin. There is a hostel of the order in Shiran but the Orbaalese keep of Quimen has been the headquarters of the Crimson Dancer since it was banished from Rethem in 701. The order draws most of its recruits from martially inclined shieldmaidens who are disenchanted with their subservient role in society. The order is infamous for its brutal treatment of its Jarin thralls and is well feared by menfolk everywhere.

CRIMSON PALACE

The most famous house of courtesans on Hârn. Located in Shiran, the palace is often used as a meeting place by merchants and politicians. The rates are very high.

CROSSBOW

A small bow mounted horizontally on a wooden stock with a trigger device to release a short arrow called a bolt or quarrel. Unlike other bows, they may be carried loaded and ready to fire, but this advantage is offset by their longer time to reload. The use of a crossbow in combat (against people) is strictly forbidden by canon and secular law (the penalty is death). Anyone carrying a crossbow is regarded with suspicion. They are almost exclusively used for hunting

CRYNTO, the Beetle

A non-zodiacal constellation of the northern sky.

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CRYX, the Warhorse

A non-zodiacal constellation of the southern sky.

CUIRASS

A combination of breastplate and backplate to cover the thorax and abdomen. Most cuirasses are made of kurbul; plate cuirasses are rare.

CUNDRAS Keep [M8]

Realm: Melderyn **Holder:** Lady of Paladins
Population: 330 **Liege:** King of Melderyn

Cundras was built by order of King Lodros in 624. In 654, King Etobron granted both Cundras and Fosumo to the Order of the Lady of Paladins, a Laranian fighting order. Cundras is now the headquarters of the order. Since 714, the order has staged a vicious crusade against the Solori tribesmen, seeking to win control of their lands. The order faces growing opposition within the Church of Larani for its genocidal atrocities. The Chabla (grandmaster) is Sir Enyel Trenoul, a shrewd and stubborn man of 48.

CUPETH Keep [M7]

Realm: Melderyn **Holder:** Sheriff of Lened
Population: 295 **Liege:** King of Melderyn

Cupeth was originally settled during the Kingdom of Elorinar. A hill fort was constructed here in 187 and a wooden tower was built early the next century. Cupeth marks the easternmost point of Bujoc raiding during the Migration Wars. The keep was built in 285 and additions were made in 572. The Sheriff, Sir Jenis Thabel, is a second cousin of the Earl of Nurisel and a close confidant of King Chunel.

CUTON Keep [E8]

Realm: Kanday **Holder:** Baron Elecher
Population: 385 **Liege:** Earl of Sarkum

A keep in Torenshire, first built in 364 by King Alash of Aleathia. Following the collapse of the Theocracy of Tekhos in 588, the keep was seized by Korlim Elcher, who established a small, independent state that eventually joined with the growing Kingdom of Kanday. The fourth baron was Korlim's granddaughter, Arelora, who married Ashenan and became the first queen of Kanday after his death. After her death, the barony reverted to her second cousin. In 693, Queen Eriel made the Baron of Cuton a vassal of the Earl of Sarkum. The present baron is Rykan Elcher. Rykan is 26 and a close friend of Prince Anaflas, the king's younger brother (see IMIDEN).

CYMRU, Mount [G2]

The westernmost major peak (6047') in the Jahl Mountains.

DAASEN Keep [H2]

Realm: Orbaal **Holder:** Clan Daasen
Population: 495 **Tribute:** Vaagel

Built in 487 by the Jarin under the name Kyloryn, this keep was captured by the Ivinians in 673. The valhakar is Harsin Daasen, 28, who is something of a fool. The intrigue within clan Daasen may result in his death. The Daasens are a branch of clan Daas from Menglana in Ivinia.

DAELDA, King of Hârn

The first and last Sindarin king of Hârn. Daelda took power on the departure from Hârn of the deity Siem around 7000 BT. Daelda's reign is, for the most part, synonymous with the Codominium. He ruled into the Age of Men until his death around 683 BT, when he was succeeded by Aranath. Most of Daelda's reign was peaceful and happy, although the last two centuries were marred by violent incursions of barbaric humans from Lythia.

DAENSHIRE

A shire in the Kingdom of Kanday; shire moots are held at Edino. The shire is well settled in the west, including the principal royal castle at Dyrisa, but the east is largely forested and unsettled, containing the disputed Mimea Hills.

DAGGER

Any knife designed for combat. The term includes a variety of single- and double-edged weapons, most of which have at least a minimal guard to protect the hand. Few exceed a foot in length or a pound in weight. The balance is far from perfect for throwing. See KELTAN and TABURI.

DALKESH

An arid region on the mainland of Lythia, on the south shore of the Venarian Sea. Among the many states of western Lythia, the Dalkesh Empire is second only to Azeryan in size and power. The Church of Naveh is popular with the ruling elite.

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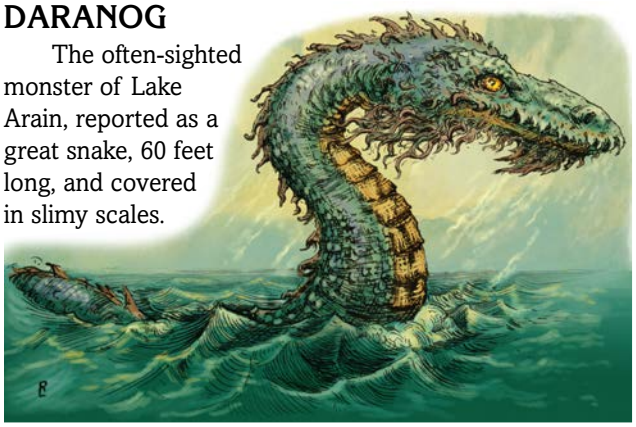
DANISTOR

A large yellow fungus found on fallen or dying trees. Also called "Nolah's Ear" for its presumed resemblance to the warty ears of the Hârnic troll, these nutritious fungi are a favorite food of those who inhabit the deep forests.

DARANOG

The often-sighted monster of Lake Arain, reported as a great snake, 60 feet long, and covered in slimy scales.



DAREBOR, King of Melderyn

The fifth pendragon (king) of Melderyn (157–186).

DARK ELVES (see Morsindari)

DARL River [L5]

The Darl springs from a cave in the Sorkin Mountains and flows southwest into Tontury Lake. Placer gold has been found on the banks of the Darl and there has been speculation that the mother lode lies inside the cave.

DASEN Keep [C6]

Realm: Rethem **Holder:** Constable
Population: 285 **Liege:** Earl of Tormau

A fief in Hohnamshire held by Sir Nefin Lynnaeus for the Earl of Tormau. Dasen keep was built in 674 by clan Lynnaeus to guard the northern flank of Tormau and has been held by this clan ever since. The present constable is the earl's cousin, Sir Nefin Lynnaeus.

DATHSHIRE

A shire of the Kingdom of Melderyn. The shire moots are held at Jetust, where the keep is held for the king by the Sheriff of Dath.

DEATH PENALTY

By tradition, death by the severing of the head is a privilege reserved for gentlefolk. Simple folk may be executed in a variety of interesting ways, but hanging is most common. In most jurisdictions, canon courts cannot inflict the death penalty, but must bind over the convicted criminal to a secular court for punishment. In some jurisdictions, the death penalty is, by custom, only imposed by royal courts.

DEDERGON Bridge

A wooden bridge across the south arm of the Thard River linking the city of Golotha to Chakta Keep. The bridge has been rebuilt several times due to destruction by war and floods.

DEITIES

There are 10 major gods and goddesses worshipped on Hârn: Agrik, Halea, Ilvir, Larani, Morgath, Naveh, Peoni, Sarajin, Save-K'nor, and Siem. Each has its own *Hârndex* entry.

DEKEJIS

A symbol and demonic servant of the god Naveh, appearing as a red-eyed, black cat. Dekejis considers the eyes and genitals of humans a great delicacy. Those who lack, or are said to lack, one or the other are said to bear the stigmata of Dekejis, or the curse of Naveh.

DEMANI

A Jarin name for gargun.

DEMENSE

The portion of an estate retained by a manorial lord for his personal use. Most of this land will be orchards, meadow, and good arable land.

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DEMON PAMESHLU THE INSATIABLE, Order of

An Agrikan fighting order sponsored by the clerical Order of the Octagonal Pit. The order holds no lands, serving primarily as guards, gladiators, and beast and slave masters for its parent clerical order, which operates the Pamesani arenas in Rethem and Tharda. Most knights are skilled warriors; one of their principal tasks is to "recruit" suitable opponents for the games.

DENIA River [D5+]

Gathering in the Peran marshland, the Denia is a swift river that flows into the Gulf of Pendos at Tormau.

DEOCALA, DESARIA, DETASIA, the Searchers

Three of the Althar (chief servants) of Save-K'nor. The trio search out knowledge in all its forms and inscribe it on the walls of Inor Teth. The three are portrayed as women of gentle bearing and soft beauty. They often come into contact with mortals and are the subjects of numerous tales and songs.

DERET River [F5]

Fed by the Mount Anegif snowcap, the Deret cascades through precipitous canyons to empty into the western end of Lake Benath. Silver mines dot the river's course (see IRACU). Various explorers have sought in vain along the banks of the Deret for Lothrim's Tomb.

DEZENAKA

A monthly ritual of the Church of Naveh.

DIAFFA, The

Unorganized tribes of Gargu-araki that inhabit the hilly forests of eastern Orbaal around Gedan.

DIRENA Lake [H5]

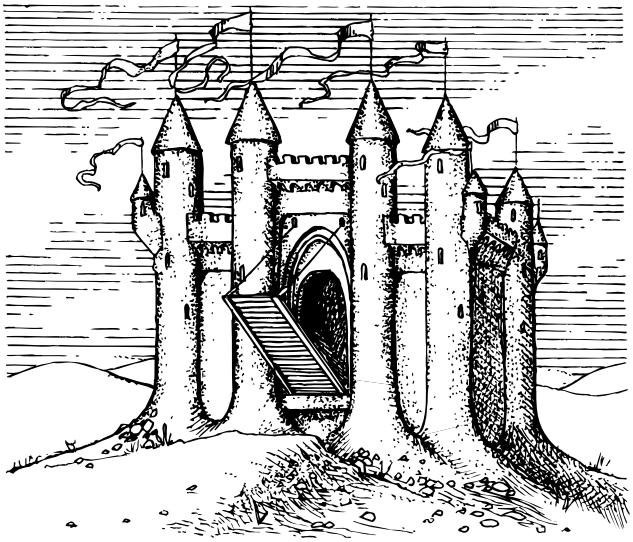
A lake in the Felsha Mountains holding the headwaters of the Anish River. The Anisha ruins lie on its northern shore.

DOCTRINE OF THE BARREN CYCLE

A theory in the Church of Ilvir that the Ivashu are a higher form of life than humankind, representing forms pleasing to the deity and worthy of emulation. Mortal life is a prelude to a cycle of reincarnation as superior Ivashu, constantly becoming more enlightened until the soul achieves the independence of demi-godhood. Hence, it is the ambition of Ilvirans to become an Ivashu after death.

DOLITHOR

The legendary castle home of the goddess Larani, located in the "Land of the Mighty," the heaven of her followers. The constable of Dolithor is Mendiz.



DOMAIN

The name given to the lands held by an Orbaalese clan. Domains are not fiefs in the feudal sense, being held mainly by right of conquest and also enjoying a greater degree of independence. Smaller Orbaalese domains generally owe tribute to more powerful lords, who in turn owe tribute to the Orbaalese king. In other kingdoms, the lands owned directly by the king may be termed the "Royal Domain."

DOMI, The

A minor branch of the Gozyda nation residing on the Isle of Domid.

DOMID, Isle of [G8+]

A well-forested island off the southeast coast of Tharda with a band of heathland on its southern margins. There are no civilized settlements and the present inhabitants are the Domi, a minor branch of the Gozyda tribal nation. Numerous wrecks dot its shores; the remains of a village, said to be a legacy of an Aleathian Odyssey shipwreck, have been reported.

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DOSHENKANA

A poisonous plant found in forested areas.

DRACOFELAS

The dracofelas, or dragon cat, is a formidable beast of great size with huge teeth that jut down out of its mouth. There are few reliable claims of sightings and no known live captures. Bones of the giant cat are sometimes found in riverbeds. Most lore of this beast comes from hunters who return with tales of giant paw-prints, huge bite marks on carcasses, crushed bones and skulls, and terrifying roars.

DRAGONS

Few dragons are personable enough to be approached on the subject of their history, hence little is known of their legends, customs, myths, or powers. The rarity of reports leads many to believe that dragons are mythical, but the last remnants of dragonkind do exist in isolated, mountainous regions of Hârn. Hârnic dragons are not true reptiles. They are long (often exceeding 40 feet in length) and sleek, fairly light-boned, have large scalloped wings (although not all can fly), four dexterous legs with taloned feet, and long graceful tails. They are possessed of considerable strength and intelligence and some can breath fire with great effect. Dragons have been known to use magic, particularly a spell whereby those who gaze within a dragon's eyes are mesmerized. Dragons enjoy long periods of dormancy in their lairs and do not seem to experience hunger as often as their large bulks would indicate. Legend has it that dragons like to hoard treasure and shiny objects. What possible use they might have for such baubles is anyone's guess (see ILME).

DRAGON HERALD

The chief herald of Ivinia. He resides at the Dragon Lodge in Fuhreling.

DRAGON SHIPS

A collective name for the characteristic vessels of the Ivinians, the ruling class of Orbaal. It is sometimes reserved for the largest type of traditional Ivinian warship, but often used to refer to warboats and longships as well.

DRYADS

Legendary woods dwellers who assume the forms of trees during the day and the shapes of beautiful maidens at night. A mortal male who ventures into a dryad's grove (which are dotted throughout Hârn) at night, may be charmed by their magic to dally, as a lover, for a year and a day, with little or no memory thereafter of what transpired. Except for stealing a man's time, they are relatively harmless unless rejected or offended.

DUEL OF KHAMAR

An ancient battle between Agrik and Larani in which the goddess severed Agrik's claws.

DULCET, Princess of the Harmonic Crusade

One of the seven demi-divine handmaidens of Halea, Dulcet is a muse of music and sultry words. She keeps the "Melodium Erotica," a libram of inspirational songs.

DUMON Keep [G6]

Realm: Tharda **Holder:** Dumon Cohort (2c)
Population: 640 **From:** Kom Legion

Formerly the site of a large Komii tribal settlement, Dumon was fortified by the Corani Empire in 385. Locals claim that the area is haunted by the spectre of a Komii woman who is periodically encountered near streams, washing bloody clothes and weeping for the Komii. The keep is the administrative center of Dumon District. The district legar is Carala Massith, known throughout Kom as an ambitious and unscrupulous man. Dumon Cohort has four companies: two at Dumon, one at Deilzik, and one at Paleinar. The cohort commander is Duraena Pesed, a cousin of the provincial marshal at Parnan.

DUNIR Keep [D8]

Realm: Kanday **Holder:** Baron Xelados
Population: 515 **Liege:** Earl of Selvos

The first fortification at Dunir was built by Xuaka of Aleathia in 437 and later became a Corani legionary fortress and minor naval base. During the Interregnum,

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Dunir was an independent state, but eventually joined with Kanday. In 654, Dunir surrendered to King Arlun of Rethem, who had taken advantage of the death of Andasin II. In 681, King Nemiran of Rethem granted Dunir to the Agrikan fighting order, the Copper Hook. The keep was besieged by the Kandians during Ezar's War and fell in 693. The commander of the victorious army, Sir Yuri of Xelados, was raised to baron in 695 and made a vassal of the Earl of Selvos. Yuri is now 63 and, although he is troubled by gout, he has lost none of his youthful enthusiasm for hunting, drinking, and lechery.

DURAKHAR, the Black Pole

Durakhar is probably located on Yashain. All evil emanates from this Morgathian Hell to corrupt men's souls and draw them into the Endless Death. Durakhar is an endless maze of tunnels populated by the unlamented dead, horrific entities subject to the indifference or torment of Morgath. Most good folk believe, or at least hope, that only the worst sinners are sent to Durakhar, but the Morgathians believe that it is the final destination of all mortals. At the dark and musty heart of Durakhar lies Bukrai, the Orb that cannot be viewed.

DURANGASH

The principal symbol of the god Morgath, a black circle on a field of brown, usually surrounded by an irregular black border.

DUZHAMIN, King of Kiraz

The last Khuzan king of Kiraz, about whom nothing else is known. Some records refer to him as "Bazanthar."

DWARF (see KHUZDUL)

DYGU River [G4+]

Rising in the central Rayesha Mountains, the Dygu flows east and south through Kabloq into Lake Benath.

DYNUX, the Falcon

A non-zodiacal constellation of the southern sky.

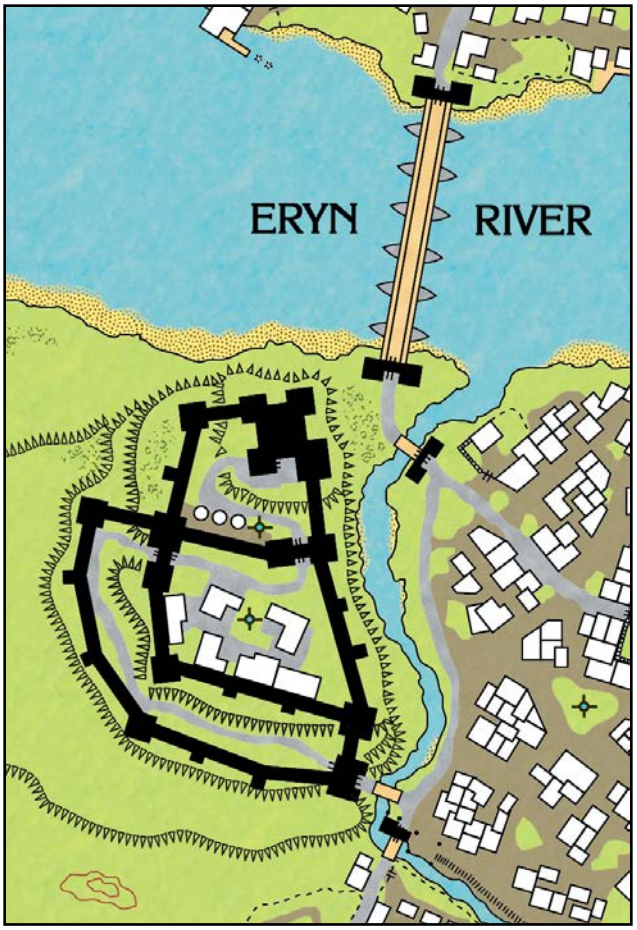
DYRIAMARCH

Claimed by the Earl of Elorin, this region takes in the better part of Horadir and southern Anadel. No one expects the warden, presently the earl's son, to do more than guard the passes from his headquarters at Laket.

DYRISA Castle [E8]

Realm: Kanday **Holder:** Constable
Population: 2,765 **From:** King of Kanday.

The second-largest settlement in the Kingdom of Kanday (after Aleath), Dyrisa is the principal seat of the



King of Kanday and center of the royal bureaucracy. The original keep was built in 388 during the Corani Empire on the site of an earlier fortification and tribal settlement. After the collapse of the empire, Dyrisa was held by a series of Morgathian despots who preserved their power long after the collapse of the Theocracy of Tekhos in 588. The castle eventually surrendered to Andasin I of Kanday in 620 after a bitter three-month siege. The Morgathian temple that stood at the center of the town was immediately razed and the ground it stood on was exorcised and sanctified.

Dyrisa is a budding walled town with an impressive castle. Located at the head of navigation on the River Eryn, the fortress guards a good stone bridge bearing the Aleath–Coranan Road. The wall was begun in 718 and is still under construction. The town also contains a magnificent Laranian cathedral, begun in 669 and finished in 715. It is the seat of the Laranian archbishop of Kanday. The king spends about 4–6 months of each year in Dyrisa, mostly during the winter. The Constable of Dyrisa, Sir Fodin Dravaen, governs when the king is not in residence.

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EALDWOOD

The "forest of the fair folk," another name for the Blessed Realm.

EARL

A hereditary title of nobility ranking above baron. An earl's fief is known as an earldom and his family seat will usually be a castle, sometimes a keep. The earldom will consist of lands equivalent to several baronies. Some lands, perhaps 30–80%, will be held by barons and knights, while the rest will be held directly by the earl, his relatives, or his constables.

EARTHMASTERS, The

The name used in lieu of the real name, which is unknown, to describe the first inhabitants of Hârn. The Earthmasters seem to have arrived on Hârn approximately 20,000 years ago. Their origin is unknown but they may have come to Hârn through the "Nth" dimension (see KELESTIA). After establishing a global empire lasting about 5,000 years, they vanished as mysteriously as they had appeared. The era of the Ancients, as they are also known, was followed by a period called the "Lost Years" (see GODSTONES).

EBEIN Keep [H2]

Realm: Orbaal **Holder:** Clan Gydasael
Population: 660 **Tribute:** King of Orbaal

Built in 528 by the Jarin, who called it Alyne, Ebein was captured by the Ivinians in 665. Clan Gydasael are loyal cousins of King Alegar II and hold Ebein at his pleasure. The present valhakar, Myrvolde Gydasael, 58, toadies heavily to the king. His son Taebaal seems more promising and some clan members would not be saddened by Myrevolde's death. His beautiful daughter, Rulyne, is considered one of the most desirable maidens in Orbaal and has an exorbitant bride price. She wishes to join the Order of the Crimson Dancer at Quimen.

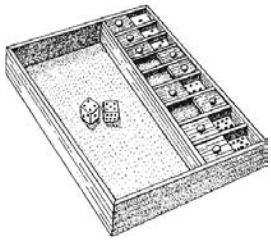
EBON, Mount [G4]

A peak (7444') in the northern Rayesha Mountains.

ECHEPHON, Mount [E5]

The westernmost major peak (6948') of the Rayesha Mountains. It is the source of the Suthen River.

EDER'S CAGE



Also called "shut the box," Eder's Cage is a dice and board game played in Evael and sometimes seen in other Hârnic ports.

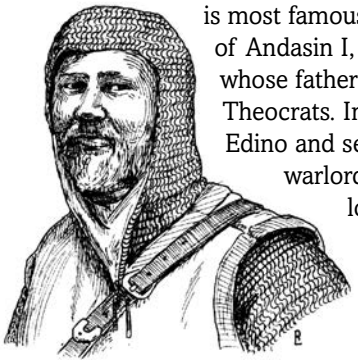
EDERWYN, Gulf of [G10+]

An arm of the Haonic Ocean to the south of the Hârnic Isles. The gulf is notorious for its violent winds, turbulent seas, and mountainous swells. Few mariners care to risk life and vessel in these waters. The name comes from the Jarin myth of Eder, a god whose violent nature caused his expulsion from the "High Forest of the Undamned" and his imprisonment in a huge cage (a league across) beneath the gulf's waters. His furious but futile writhing is said to be responsible for the rough seas.

EDINO Keep [E8]

Realm: Kanday **Holder:** Sheriff of Daen
Population: 370 **Liege:** King of Kanday

The moot of Daenshire, built in 403 by Queen Elana of Aleathia. Following the annexation of that kingdom by the Corani Empire in 453, Edino became the residence of one of the deputy governors of Aleathia province. Edino is most famous as being the birthplace of Andasin I, the founder of Kanday, whose father was executed by the Theocrats. In 598, Andasin attacked Edino and seized it from the vicious warlord Taklar Zedabas, known locally as "the Ogre." The Sheriff of Daen (shown here) is Sir Crasel Avandar, a hardworking and laconic man of 48.



EFESIR River [M6+]

The Efesir rises in the southern Sorkin Mountains and runs southwards into the Horka above Menio.

EFREL River [I5+]

A river fed by Mount Cheron's glaciers and flowing eastwards to join the Hemurin River west of Olokand.

EIDEL Province

One of the six provinces of the Thardic Republic. Its capital is Kuseme. Eidel was an earldom of the Kingdom of Kanday until 712, when it was annexed during the

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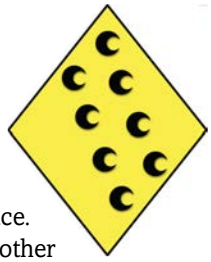
Kuseme War. Eidel is unique among Thardic provinces in that both the offices of marshal and magistrate are held by one man, Kronas of Clan Elernin, who is possibly the single most powerful individual in the Republic. Kronas was the general who conquered the territory; for this service, the senate voted him the offices in 713. Actually, fear of Kronas' popularity and military prowess motivated this unique "honor." The Senators hoped that he would become inundated with administrative tasks and therefore much too busy to pose a threat to the Republic. However, Kronas has become the rallying point for many Thardans from all walks of life who favor the rebirth of an imperial state like the Corani Empire. Kronas has publicly ignored any suggestion that he would make a good emperor; what he thinks in private is anyone's guess.

EIDRU Keep [F7]

Realm: Tharda **Holder:** Eidru Cohort (2c)
Population: 620 **From:** Eidel Legion

Built in 452 to guard the southern approach to Kuseme and Coranan. After the fall of the Corani Empire in 565, Eidru was in the hands of a brutal Morgathian despot called Jamyn of Mykman, who was assassinated in 589. For a time, Eidru was an independent republic, but was annexed by the Coranan Republic in 623. The keep was captured by the armies of Kanday in 665 during the Five-Year War and remained a part of that kingdom until 712, when it was recaptured for the Republic by Kronas Elernin. The district legar is Morasy Yemala, who is husband to Florane Elernin, the eldest daughter of Kronas Elernin. Eidru Cohort has eight companies: two at Eidru and one each at Caenne, Cennbrook, Dedna, Kahl, Keu, and Tinehn. The cohort commander is Tobrin Levrel, a member of the powerful Levrel clan from Noru.

EIGHT DEMONS, Order of the



A female Agrikan clerical order, infamous for sexual torture, mutilation, and sacrifice of male captives brought to them by its sponsored fighting order, the Cohorts of Gashang. The order was established in 714 when it split from another order, Herpa the Mace. The order's mother house is in Shiran; other temples are located in Coranan and Golotha.

EILAR OF IRONOTH

Known as the "Guide of the Vision," Eilar was the founder of the Church of Save-K'nor.

EIRBASHAFEN

A fortress city of the Sindarin during the Atani Wars.

EJATUS [I2]

A cave complex located in the eastern Jahl Mountains, inhabited by Gargu-khanu and Gargu-araki.

ELANA, Queen of Aleathia

The third monarch (393–409) of the Kingdom of Aleathia. The daughter of Calin, Elana did little to expand the kingdom, although the fair city of Aleath owes much of its character to her. She insisted that some urban plan be followed, that the streets be at least 12 feet wide, and that public squares be included. The rural lords of Aleathia were similarly encouraged to build good roads and accommodations. Elana died at age 38, unmarried; she left an acknowledged bastard child, Chernae, to succeed her.

ELDER PEOPLES, The

The name sometimes used to collectively describe the Sindarin and Khuzdul of Hârn.

ELDEST GOD

Another name for Siem.

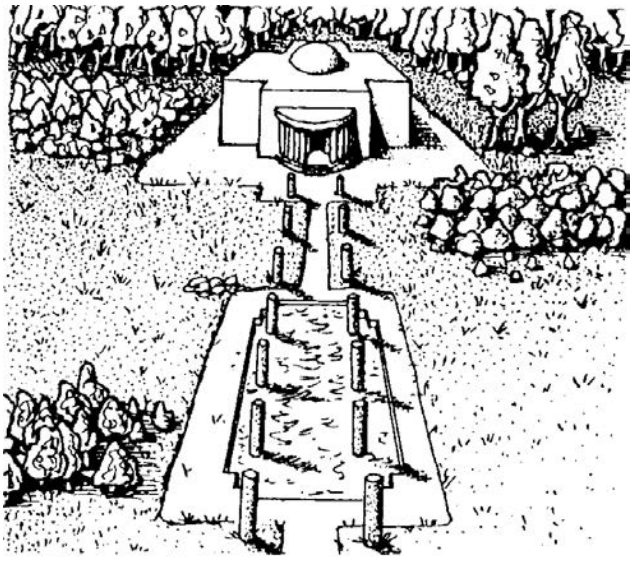
ELENDSA, House of

The royal clan of the Kingdom of Kaldor, founded by Haldan the Elder in 603 and presently headed by King Miganath.

ELF (see SINDARIN)

ELKALL-ANUZ [I6]

The best preserved of several sets of ruins collectively known as the Plain of Towers. Of Earthmaster origin, the ruins are located in a relatively flat area of woodland at the southwestern end of the Kathela Hills near the



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Farin River. Elkall-Anuz was once the capital of Lothrim, the despot who ruled much of central Hârn from 110 to 120 TR, and was the largest human city on mainland Hârn at this time. There are many unexcavated barrows in and around Elkall-Anuz, some dating from before Lothrim. The surrounding region is inhabited by some Chelni tribes but the ruin is generally avoided by them.

ELKYRI

The wives and helpmates of Sarajin. The number of Elkyri varies, but there are seldom more than a dozen.

ELMITHRI

Water-dwelling sprites with various powers of enchantment. The Elmithri can usually be perceived only by those with psionic or magical sensitivity. Elmithri can be mischievous or downright dangerous but are usually quite harmless. They are similar and related to the Asiri.

ELNAR Island [M10]

A flat, wooded island in the Indatha Straits. A fief of Melderyn, it is the location of Karveth Castle.

ELOMIA, Princess of Enterprise

One of the seven demi-divine handmaidens of Halea, Elomia is a patron of business and is sometimes invoked to witness contracts.

ELORINAR, Kingdom of

A state established in the general region of northern Anadel during the second century. Elorinar was almost obliterated by the rampaging Bujoc during the Migration Wars. Feeling unable to defend his realm, Korob (the last monarch) swore fealty in 223 to King Shelir I of Melderyn, who was somehow able to pacify the tribes.

Nathwic	155–190
Janakor	190–218
Korob	218–223

ELORINSHIRE

A shire in Melderyn. The shire moots are held at Cosyuh, which is held by the Sheriff of Elorin for the king.

ELOS OF MESTIL

Known in legend as "The Lost Prince," Elos was the only son of Calin, second king of Aleathia. A headstrong, arrogant youth, Elos demanded that his father crown him joint king. Calin answered that Elos would be rewarded when he could demonstrate patience. Elos swore to give his father the Scepter of the Ancients, and journeyed to Tesien; he was never seen again.

ELPREQUIR

The tall Elprequir plant grows in woods, producing clusters of beans used in making aphrodisiacs.

ELSHAVEL Castle [I7]

Realm: Evael **Holder:** King of Evael
Population: 800 (600 Sindarin, 200 Human)

The principal settlement of the Sindarin Kingdom of Evael, located on the left bank of the Enorien River in the carefully tended woodland heart of the Shava Forest. The site has been occupied by the Sindarin for more than 10,000 years but became the center of Sindarin culture only after their withdrawal to the Shava Forest around 680 BT. Although small, the town and castle are enchantingly beautiful.

The castle is the principal seat of Aranath, the Sindarin king for the past 14 centuries. Crossing the Enorien river at Elshavel is a very old stone bridge called the Iant Uial (Twilight Bridge). This is the western end of the Analinsir Road to Ulfshafen, the only paved road in eastern Hârn. Other prominent structures are the Silver Harp Palace of Arms and the Silver Lute Place of Harpers. Said to be powerfully enchanted, Elshavel is almost always closed to non-Sindarin, except for a few trusted and resident Jarin.

ELTHIRON

A great Sindarin warrior who tracked and slew the beast that killed his great love. The tale is recounted in the "Song of Elthiron."

EMABA Strait [C9]

A rough water passage dividing the isle of Anfla from Hârn. Treacherous rocks, some visible only during low spring tides, narrow the passage and have brought many a ship and its crew to their doom.

EMBALMERS' Guild

Embalmers have a monopoly on the commercial preparation of corpses for burial. Some temples and noble houses bury their own dead, but they often employ a master embalmer to actually do the work. Embalmers are skilled in all the prevalent local arts and customs and can discretely make whatever arrangements are required. The embalmer's principal market is with the upper and middle classes; most simple folk are cremated or buried in simple or unmarked graves.

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HÂRNDEX 38

EMELRENE

The nearest kingdom to Hârn on the Lythian mainland. Emelrene has a reputation for strangeness not unlike that of Melderyn.

ENGE, the Dancer

A non-zodiacal constellation of the southern sky.

ENLAYA Island [C10]

A small, hilly, forested isle lying in the Gulf of Ederwyn. Generally uninhabited, Enlaya is periodically visited by the Adaenum of nearby Anfla.

ENORIEN River [I7+]

The principal river of the Shava Forest, flowing from the Shava Highlands south to Elshavel then eastward to enter the Kald Estuary at Ulfshafen. The river and its tributary streams are said to be under the enchantment of King Aranath of Evael, at whose command they flow cool or cold, swiftly or not at all. A common belief is that the Sindarin derive their longevity, good health, and youthful appearance from its waters.

EQUANI, The

The warrior tribesmen of Equeth, the Equani are divided into several dozen tribes, ranging in size from 40 to 130. They hunt mainly with spear and bow and are among the most primitive of Hârn's wild humans. They seem to live for war. They are constantly fighting with the Urdu and Ymodi, to say nothing of the always-troublesome gargun to the south. Even among themselves, the Equani raid for food and women. The heart of their culture is a war cult, whose leader is the tribal chief. Males bear elaborate self-branding marks inflicted as part of a puberty ritual.

EQUETH [F4+]

A rough, forested coastal region, bounded on the south and east by the Rayesha Mountains and on the west by the Uthel and Pemetta Rivers. Equeth is the homeland of the Equani, fierce tribesmen of Jarin descent.

EREBIR, King of Chybisa

The last Chybisan king of the house of Rylia (463–475). Erebir was also king of Melderyn, where he held the title Erebir V.

EREBIR I, Pendragon of Melderyn

The semi-legendary first king of Melderyn (1–51). It is known that he acquired the peaceful acquiescence of the Five Kingdoms to his pendragonship but his nature and origin are obscure. He and his line are called the Biradian Dynasty.

EREBIR II, King of Melderyn

The second king of Melderyn (51–88).

EREBIR III, King of Melderyn

The fourth king of Melderyn (126–157).

EREBIR IV, King of Melderyn

The seventh king of Melderyn (240–291).

EREBIR V, King of Melderyn

The thirteenth king (463–475) of Melderyn. On his death, Erebir's bastard son, Arabar II, was chosen king over several legitimate heirs. This led to the secession of Chybisa, which had been part of Melderyn since 409. Chybisan history records him as simply Erebir, since he was their only monarch by that name.

ERIEL, Queen of Kanday

The sixth monarch (690–694) of the Kingdom of Kanday. This young queen succeeded her father, Andasin III, during Ezar's War. Her beauty and charismatic presence inspired Kanday to recover from the death of its king but her reign was short. Eriel was assassinated by the Order of the Crimson Dancer at the command of the Rethemi king, Chafin I. This treacherous act, intended to demoralize Kanday, backfired when an outraged Kanday pursued the war with greater vigor, forcing the Rethemi king to sue for peace in 697.

ERMAEL, the Unicorn

A non-zodiacal constellation of the northern sky.

ERONE Abbey [E7]

Realm: Kanday **Holder:** Rekela of Perinore
Population: 190 **From:** Serekela of Kanday

Erone is the seat of the Rekela (bishop) of the Laranian diocese of Perinore in Kanday. The first Erone Abbey was built in 453 as a Laranian monastery. Razed during the Theocracy of Tekhos, it was rebuilt in 623 after the Order of the Checkered Shield had begun its conquest of what is now northern Kanday. Rekela Tamys Bakyth is also the Sheriff of Norea; some believe he is overly concerned with secular matters to the detriment of his spiritual duties. There is great enmity between Tamys and the grandmaster of the Order of the Checkered Shield.

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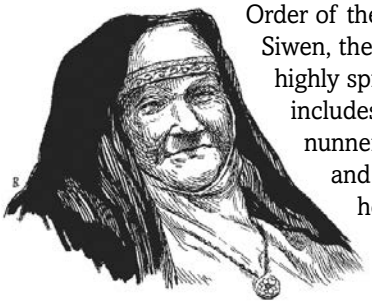
ERONE Abbey [J5]

Realm: Kaldor **Holder:** Order of the Balm of Joy
Population: 395 **From:** King of Kaldor



Erone Abbey, built in 335, is held by the Peonian Order of the Balm of Joy. Velira Siwen, the abbess since 715, is a highly spiritual woman. Erone includes a large temple, a nunnery, a manor house, and a large, overburdened hospital. Erone has a reputation for excellence in the healing arts. No wounded or sickly folk are turned away. The abbey enjoys the patronage of many noble benefactors but is constantly on the verge of financial collapse.

ERYN River [E8]

Rising in the Ternu Hills, the Eryn flows southeast and south to Aleath on the Gulf of Ederwyn. The river is crossed by a bridge at Dyrisa, the head of navigation.

ERYNASHIRE

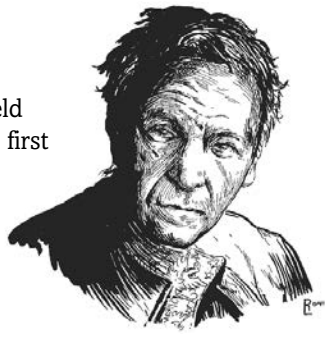
A shire in the Kingdom of Kanday; shire moots are held in Kedis. Although one of the smallest shires in Kanday, it is the most settled and includes the city of Aleath.

ESCUTCHEON

(1) A term used in heraldry for a shield; (2) A symbol of honor.

ESENOR Keep [K5]

Realm: Kaldor
Holder: Baron Tesla
Population: 400
Liege: Earl of Gardiren



A keep in Balimshire held by clan Tesla. The keep was first built in 285 but was entirely rebuilt in the middle of the last century. Baron Tesla is a shrewd intriguer with many friends (and enemies) at court.

ESIG, Mount [L4]

The highest summit (7586') of the Sorkin Mountains. It is sometimes alleged to be the primal home of the Khuzdul of Hârn. Legend has a mail-clad, bearded ghost in residence at the time of the new moon.

ESTOC

A sword with a narrow tapered, blade 36–48" in length. This weapon is specifically designed for puncturing mail and is known as the thruster. Most knights consider it a dishonorable weapon and will not be gentle with anyone foolish enough to carry one in their sight. Estocs are rare on Hârn.

ESURON Keep [F7]

Realm: Tharda **Holder:** Esuron Cohort (1c)
Population: 1,075 **From:** Coranan Legion

Esuron Keep was the site of an ancient Corani tribal fortification. The earthworks of the old hill fort are still plainly visible and it is not uncommon for ancient artifacts to be turned up by local peasants working their fields. The existing keep was built in 687 to replace a structure erected by Corthir in 304. The district legar is Endal Cadrune, a member of one of the Republic's most powerful clans. Yandal is 37 years old and has a difficult time hiding his ambition to be the next provincial magistrate. Astur Exenion commands the Esuron Cohort, which has a current strength of three companies, one each at Esuron, Aldale, and Tamih.

ETECE River [I3]

A tributary of the Anoth rising in the western Rayesha Mountains.

ETHELANCA

The Holy Office of the Church of Larani. Its mission is to root out corruption and heresy. The Ethelanca has sometimes been guilty of excessive zeal, for example during the Tobran Inquisition.

ETOBRON, King of Melderyn

The nineteenth king (651–684) of Melderyn. Etobron was particularly fond of hunting and planted several thousand acres with forest; the trees have grown incredibly well since his death.

EVAEL, Kingdom of

The last remnant of the Sindarin kingdom that once covered all of Hârn. Some 14 centuries ago, unable to stem the tide of human immigration, the Sindarin renounced claim to Hârnic sovereignty and withdrew to the Shava Forest. Evael is now more of a sanctuary for Hârn's 5,000 Sindarin than a kingdom in the human sense.

Evael's borders are the Farin River on the west, the Wend on the north, and the Kald on the East. The islands of Yaelin and Keboth are also loosely controlled parts of the kingdom. Most of Evael's Sindarin population live in isolated clanhouses scattered throughout the Shava Forest. There are only two large settlements: Ulfshafen,

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the only port, and Elshavel, the royal seat of Evael's founding monarch, King Aranath, who still rules. Both major settlements have a population of humans of Jarin descent. The Shava Forest has a reputation for all manner of strange enchantments; few non-Sindarin are permitted within. The kingdom takes little notice of the rest of Hârn, although some trade is conducted through the port of Ulfshafen.

EWEN Keep [E7]

Realm: Kanday **Holder:** Constable
Population: 405 **Liege:** Earl of Heroth

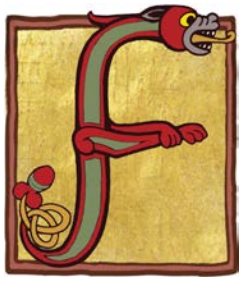
A keep in Noreashire, Ewen was built during the Corani Empire in 386 to complement the fortification at Techen. The settlement is notorious for Sanguine Azura, the month-long orgy of execution in 557 during the purges of Medak, the last Corani Emperor. During the Interregnum, it was the center of the Kingdom of Ravin, governed by the brigand Clan Soursi. The Laranian fighting order, the Checkered Shield, captured Ewen in 623 and the keep has been one of the fiefs of the Earl of Heroth since that title was created. The present constable is Sir Willem Tast, a distant cousin of the earl.

EZAR

The grandmaster of the Order of the Copper Hook who was responsible for starting Ezar's War, which was named after him. Ezar was assassinated in 698 after the war had ended with a defeat for Rethem.

EZAR'S WAR

The war between Kanday and Rethem (682–697), which ended with victory for Kanday. The war began when the Order of the Copper Hook invaded Kanday without warning or provocation. Four monarchs, two from each side, died during this war. The current King of Rethem, Chafin III, has pledged to redress the Kandian victory, soon.

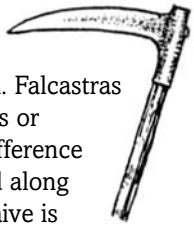


FAERIE CIRCLE (see Taur-im-Aina)

FAKANG

The great double-bladed battleaxe borne by the god Sarajin. One of its blades is dull silver in color, while the other is a dirty gray. The deity wields the weapon with care, since a single blow is able to split a mountain. The full fury of Fakang is said to cause storms and/or earthquakes. The axe's powers are considerably reduced when the god brings it into the realm of frail mortals.

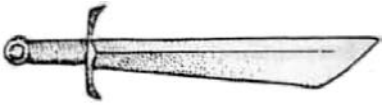
FALCASTRA



Essentially a scythe blade affixed at a right angle to a shaft 6–8 feet in length. Falcastras are either peasant-made from old scythes or carefully constructed as weapons; the difference is in their quality. If the blade is attached along the same axis as the shaft, an inferior glaive is produced.

FALCHION

A single-edged, heavy-bladed cutting sword usually with a curved leading edge. A falchion has good cutting power and is usually 30–36" in length. It is not considered a chivalric weapon.



FANA [L4]

A gargun cave complex in the Sorkin Mountains south of Azadmere. It is inhabited by Gargu-viasal. Fana was originally built as an outpost of the Khuzdul of Azadmere but was taken by the gargun in 135.

FANOSEL

A short plant found in mixed and needleleaf forest, from which a powerful drug can be extracted.

FARDIR

A pious priest and knight of great prowess who led the early missionary work for the Church of Larani on Hârn. He features in the legend of the Spear of Shattered Sorrow.

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FARIN River [I5+]

Rising among the glaciers of Mount Putest, the Farin flows generally south and west to enter and drain Lake Heras, thence running to the Gulf of Chakro. The Farin is the western boundary of the Kingdom of Evael, and (theoretically) the eastern boundary of the Thardic Republic. The cruel Tulwyn tribesmen who inhabit Athul will never cross the Farin River, a taboo related to some unpleasant experience with the Pesino ruins. The river is fordable at Trobridge Inn.

FARMING

The legal name given to the process of leasing out land to freeholders in return for payment in money or kind. The lessee is sometimes called the farmer. The term has nothing to do with growing crops, but since most land farmed out is used for this purpose, it has become synonymous with the activity. Some kings farm out the tax revenues of a shire, meaning they accept a negotiable annual payment from the sheriff, who may then keep all taxes he can collect for his own purse. This is a convenient arrangement for the crown but subject to abuse by rapacious sheriffs.

FAYA

The realm of the Sindarin on Yashain.

FEALTY

The obligations of a vassal to his lord.

FEBEN River [G2]

A cold, swift Orbaalese river. The Feben's source is meltwater of the Hoengreb glacier, then it feeds and drains Jariga Lake into the Sea of Itikir.

FEE

Another word for fief or foeff.

FEE SIMPLE and FEE TAILE

Fee Simple is a manner of holding land whereby the estate may be disposed of without any particular restrictions and/or without the consent of the local lord.

Fee Taile is a way of holding land such that there are restrictions on who may obtain the land. Most feudal land is held in fee taile and cannot be sold or inherited without the consent of the liege (or granter) because most or all land in a feudal kingdom really belongs to the monarch.

FELGOTH [L5]

A gargun cave complex in the Sorkin Mountains to the west of Garvin Bay. This settlement of Gargu-hyeka is surrounded by dozens of its nomadic splinter bands, most of which are very small.

FELONY

A crime against the royal peace, a key element of royal justice that has radically altered the enforcement of law in feudal states. At each hundred and shire moot, the question is put to the jurors "whether any man present knows of any crime against the crown, or of any felons dwelling in the community." The jurors are sworn to give the particulars of any case of which they know and the assembly may have the accused brought before it for trial. The principal difference between a felony and other types of crime is that the crown can initiate action against the accused, thus removing the burden to prosecute from an individual who often, under vendetta law, has insufficient power to get justice.

FELSHA Mountains [I5+]

Hârn's most inhospitable region, lying generally between Lake Benath and Kaldor. The range has 14 peaks above 6,000', including Mt. Wynan, Hârn's highest mountain at 9,766', and its sister peak, Mt. Woben at 9,597'. Numerous legends surround these two majestic peaks. They have been rumored to house Lahr-Darin, although no real evidence of this exists. Another legend relates that in the distant past, Hârn was governed by a beneficent and most pious king and queen who, on ending their long and regal reign, were transformed into these two great mountains. In any event, atrocious winters and terrain, and equally unpleasant inhabitants, make the Felsha Mountains a hard place to survive. The principal natives are gargun at Gifuso, Nizus, Korego, and Pryeh. The area east of Misyn is also noted for its transient Ivashu and a few scattered human tribes.

The Gargu-hyeka complex at Korego

FENERI, the Smith

The third constellation (Kelen 3rd–Nolus 3rd) of the Kethiran zodiac, located in the northern sky.

The smith is symbolic of enterprise that wrests artifact from nature, particularly from metals that lay deep in Kethira's breast. This is the sign of forging and tempering, of the kind of ordeal that, although maybe unpleasant to experience, will make the victim stronger. It is symbolic of transformation; as spring changes to summer, so may the potential within a man be brought to fruition through strife.

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Fenirians are manipulators. They make good craftsmen and derive pleasure from working with their hands. Their lives are, however, often difficult as they may journey from one test to another. They must learn to cast aside their failures and proceed to the next ordeal. It is not enough for them to recognize the beauty of the world, they must try to improve it.

FEUDALISM

A political, social, and military system whereby all land is owned by the king, who grants some or most of it as fiefs (or foeffs) to vassals. Fiefholders who hold directly from the sovereign are called Tenants in Chief. They in turn grant fiefs to lesser vassals, and so on for several layers. In exchange for the fief and its revenues, the fiefholder provides military service to the person who granted it (his liege). The process of territorial division is called subinfeudation. Each fief-grant is an individual contract between landholder and liege, involving service roughly proportional to the value of the fief. A knight's fee is the amount of land considered sufficient to support one knight. In most cases, a knight's fee is equivalent to a manor. The knight must report for duty with his liege, at his own expense, for a fixed period each year, usually 2–3 months.

FIEF (or FOEFF)

An estate of land held by a landholder from a liege lord.

FIERTH the Usurper, King of Kaldor

The eighth king of Kaldor and the first of the House of Orgael. When King Maranos died in 362, many Kaldoric barons supported Fierth's claim to the throne because he promised to restore the powers that had been gradually eroded over the previous reigns. Fierth claimed to be the bastard elder brother of his legitimate rival, Aidrik II. The resulting civil war did considerable damage to the kingdom, but Fierth caught (and allegedly roasted) Aidrik II in 377. Fierth failed to deliver on his promise to the barons, many of whom were tried and executed for treason under Kaldor's newly corrupted judicial system. Fierth so alienated the very barons who had given him the crown that they again revolted on his death, forcing Fierth's son Uthred (385–406) to fight for his throne.

FIGHTING ORDER

An organization of fighting men. Fighting orders generally consist of a number of knights-bachelor, but may also have a "commonality" of simple warriors. Fighting orders are usually devoted to some "high purpose," such as the religious conversion of a barbaric region or the protection of an important individual or institution. Some may be cynical political pressure groups. The following are Hârn's principal fighting orders, each of which is described under its own entry.

FIGHTING ORDERS ON HÂRN	
Agrikan	Cohorts of Gashang
Agrikan	Copper Hook
Agrikan	Crimson Dancer
Agrikan	Demon Pameshlu the Insatiable
Agrikan	Red Shadows of Herpa
Agrikan	Roving Doom
Agrikan	Warriors of Mameka
Laranian	Checkered Shield
Laranian	Lady of Paladins

FINDUMON Keep [E8]

Realm: Kanday **Holder:** Baron Seben
Population: 360 **Liege:** Earl of Heroth

A fief in the Urienshire, Findumon was built by King Alash of Aleathia in 365. During the Interregnum, Findumon was the capital of the petty kingdom of Kendela, ruled by Clan Seben. In 689, Nasla Seben swore fealty to Andasin III and was made a vassal of the Earl of Heroth. Daffyd Seben, Nasla's son, is 38 and suffering from the early stages of a wasting disease.

FIRIS Castle [G6]

Realm: Tharda **Holder:** Firis Cohort (1c)
Population: 625 **From:** Shiran Legion

Firis Castle was founded in 677 by legionary retirees, an experiment in planned settlement promoted by a group of senators. The castle was finished by 700. The district legar is Toralda Aquil, a member of one of Tharda's most powerful clans. Toralda's father is one of the most senior senators in Coranan, as is his uncle Demosa Aquil. The commander of the Firis Cohort, four companies in strength, recently died and the unit awaits a new leader. Two companies are based at Firis and one each at Billinar and Estane.

FIRST GODS

The first entities able to "stand against the chaos." These beings were as much "principles of power" as true entities. When all Kelestia was threatened by the chaos, the First Gods made peace and each stood upon a different part of the chaos and imposed their wills and forms upon it. In this way, some portions were ruled by one alone, others by several jointly in varying degree; one place would be the domain of none of them, and one would be equally the kingdom of all. No one ever worshipped the First Gods. It was their peace that brought about all other creatures, including the Lesser Gods, who are now worshiped.

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FISEN Keep [K5]

Realm: Kaldor
Holder: Constable
Population: 190
Liege: Earl of Kiban

A keep in Balimshire, held by Sir Dagald Jendral, constable for Earl Dariune of Kiban. Sir Dagald owes his position to a timely marriage with a rather simple-minded daughter of the lesser branch of Clan Dariune.

FIVE-YEAR WAR

The war between the Thardic League and Kingdom of Kanday (661–666). The war began when the League attacked Moleryn, a Kandian ally. The first two years of the war were essentially a series of minor skirmishes, but a serious defeat was inflicted on the Kandian army by the League at the Battle of the Teb Marshes in 663. This defeat led to Queen Arelora of Kanday taking personal command of her army and inspiring it to win a series of victories that won the war for Kanday. The lands around Kuseme were annexed by Kanday in the terms of peace, but these were later lost in the Kuseme War.

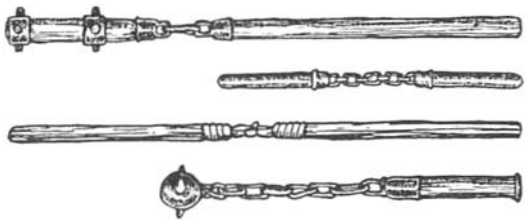
FJAGA Keep [H2]

Realm: Orbaal
Holder: Clan Staeld
Population: 255
Tribute: King of Orbaal

Built by the Jarin in 512, Fjaga was captured by the Ivinians in 666. Albyn Staeld, 30, succeeded his father Poraan as valhakar after the latter's demise at the Cape Renda disaster during the attempted sacking of Thay in 707. He is a clever and vigorous valhakar. The Staelds are loyal cousins of the Taareskelds and hold Fjaga at the king's pleasure.

FLAIL

Any articulated weapon with one or more balls or short staves affixed to a shaft-handle by rope, leather, or chain. Flails use centrifugal force to increase impact and can be used to strangle or to tangle an opponent's limbs or weapons. The chain weaves a complex path; flails are difficult to use safely. The most common varieties of flail are Warflail, Nachakas, Grainflail, and Ball and Chain.



FLETHARANE

Also known as the Undine Rose, this aquatic plant is found in marshes. Its leaves produce a hallucinogenic smoke used in rituals of the Bujoc tribes.

FOBIN Keep [E7]

Realm: Tharda
Holder: Geshtei Cohort (4c)
Population: 625
From: Gerium Legion

A fortress in Gerium Province, built in 347 by Emperor Lobir on a previously unoccupied site. The keep suffered major damage during the Great Flood of 521 but was not fully repaired until 635, when the expansionist plans of Arlun of Rethem became clear. Fobin is the headquarters of the Geshtei cohort, the strongest single cohort in Tharda, and is the base for four of the cohort's 11 companies. Three companies are based at Geshtei, which is the official headquarters of the Gerium Legion. The commander of the cohort is Horik Baral.

FOMENIEN, Mount [I4]

A peak (6145') in the northern Felsha Mountains, Fomenien is the source of the river Nethil.

FOOD

The diet shown below is a rough indication of what types of food are normally consumed on Hârn. Note the importance of bread and the effect a serious crop failure would have on sustenance.

	Commoner	Nobility
Bread	80%	50%
Vegetables	10%	20%
Meat	7%	20%
Dairy Products	2%	5%
Wine/Ale	1%	5%
Daily Cost	1d	4d
Daily Calories	2000	2500

The above percentages are consumption, not cost. For common folk, bread will be 50% of cost; everything else, adding up to 20% of diet, would be the other 50% of the cost. The average commoner will eat, per day: two loaves of bread, a bowl of oatmeal porridge, two bowls of pottage (a stew made of whatever vegetables, grains, and scraps of meat are available), and some ale or cheap wine. Beans and lentils are common fare, as are vegetables such as onions, beets, cabbage, carrots, leeks, lettuce, mushrooms, parsnips, peas, radishes, shallots, and turnips; potatoes and other New World crops do not exist on Hârn. Eggs, cheese, milk, and meat roasts are luxuries; although available more readily to producers, they are generally the preserve of the middle and upper classes.

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Generally, animals are not kept to provide meat. Because it takes roughly eight pounds of grain to get one pound of animal protein, livestock farming is not efficient or common. Cattle are raised as beasts of burden and to provide milk, goats to provide milk, chickens or ducks to provide eggs, and sheep for milk, wool, and manure. Of course, these animals are eaten when they grow too old to be useful, but lamb or veal is a luxury and very expensive. Game animals such as deer and pheasant are hunted by the nobility; the peasant farmer might poach one or two at great risk to himself, but the odd rabbit in the pot is more likely. Along sea coasts, fish will be part of the diet, perhaps as much as 20%.

FOREST LAW

Royal forests are administered under forest law and reserved for the king's hunting. "Forest" is a legal term that has nothing to do with trees, although most such areas are wooded. Poaching in a royal forest is a serious offense.

FORN, King of Melderyn

The eighth king (291–327) of Melderyn.

FOSUMO Keep [M8]

Realm: Melderyn **Holder:** Lady of Paladins
Population: 225 **Liege:** King of Melderyn

Fosumo Keep was built in 624 atop a rock outcrop that commands the surrounding area and provides an excellent view over the Nuem River. The keep was granted to the Lady of Paladins, a Laranian fighting order, in 654. Fosumo is commanded by Sir Selic Orgone, a senior Reblena (knight commander) of the order. The grandmaster of this order holds Cundras.

FOULSPAWN (see Gargun)

FOULSPAWNER (see Lothrim)

FOY River [G4+]

A short, swift river rising in the snowfields and glaciers of Mt. Tendut, then plunging northward to meet with the Weben to form the River Peliryn.

FRANCHISE

The legal right to operate a guilded business in a particular location. Franchises are not portable and the number of franchises in each settlement is strictly limited by each guild.

FREEHOLD

Land on which no unfree obligations are due, a distinction that is often a matter of legal debate. Freeholders rarely own the land they work but pay rent or crop shares for its use, a legal process known as farming. Some freeholders are rural guildsmen, such as millers or metalsmiths, who may or may not farm some acreage. Freeholders may come and go as they please, grow whatever crops they like, and appeal their lord's justice to the king's law, but in many ways, the unfree have more secure tenure than do freeholders.

FREELANCE

A landless knight who earns a living by hiring himself out and/or fighting in tournaments.

FRUNIR

A gambling game played with sticks and colored disks invented by the Urdu and spread throughout western Hârn.

FRYLUS, the Fox

A non-zodiacal constellation of the northern sky.

FUMING GATE, Order of the

An Agrikan clerical order that sponsors the fighting order, the Copper Hook. The Fuming Gate's only major temple is in Golotha. Since Ezar's War (682–97), both the clerical order and its fighting order have been in steady decline. The Golotha temple holds about a dozen priests and perhaps the same number of knights of the fighting order.

FUR ROAD [I3+]

The trail running between Orbaal and Kaldor, so called because of the valuable shipments of furs brought south from Orbaal each spring. The trail passes through the range of the Taelda, who will at times solicit "gifts" for safe passage. An optional trail between Kaldor and Orbaal is Noron's Way, which lies further east. See Noron's Keep for description.

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FURLONG

A shortened version of the term "furrow long." A parcel of land in an open field of roughly ten acres, the amount that can be conveniently ploughed in one day. Furlongs are planted with a single crop and subdivided into selions.

FYSO, Mount [I2]

The easternmost major peak (6477') of the Jahl Mountains. Called by some "Windheim," it is said to house Bjaka, a wind demon known as the scourge of shipping on Jarin Bay.

FYVRIA

The convocation of the Shek-Pvar with an elemental base of earth. Its members specialize in the magic of green and growing things, the cycles of life and death.

GAETHIPA

Gaethipa is a small insectivorous evergreen plant found only in marshland in partial shade. The lures it produces are highly toxic and the poison made from it is the most deadly and quick-acting known on Hârn.

GALEROTH

Hârn's most famous Sindarin harper and perhaps the greatest storyteller who ever lived. Galeroth was a friend of simple and gentle folk alike. A champion of great causes, Galeroth went missing after his last performance in Cherafir in 309TR. The "Harp of Galeroth" was a magical instrument of great beauty and potence that he, naturally, made himself. Said to be one of the great wonders of the world, it went missing with Galeroth.

GALOPEA, Princess of the Feast

One of the seven demi-divine handmaidens of Halea, sometimes (perhaps unfairly) called the Glutton of Heaven. She is a muse of pleasant repast and gourmet dining.

GAMBESON

A quilt undercoat commonly worn under a hauberk. Gambesons cover shoulders, thorax, abdomen, hips, groin, and thighs. They may be lengthened to cover the knees and may be half- or full-sleeved. The skirt is split to facilitate mounted use. Some gambesons include high collars to protect the neck. Impoverished knights sometimes wear gambesons by themselves, preferably reinforced with ring or scale.

GARDIREN Castle [K4]

Realm: Kaldor **Holder:** Earl of Neph
Population: 640 **Liege:** King of Kaldor

The principal seat of Earl Curo of Nephshire. Once the capital of Serelind, Gardiren was built in 130 as a keep, rebuilt in 170 as a castle, and rebuilt again in 403 after the Kaldoric Civil War. Earl Curo also holds Pendeth and has vassal barons at Esenor, Setrew, and Yeged. He is a corpulent libertine who enjoys the pleasures of his table, but is nonetheless a competent intriguer.

GARGOYLE

The closest Hârnic equivalent of an Earthly gargoyle is called the Umbathri.

GARGUN

A race of malevolent, small, intelligent humanoids, also known as Foulspawn, orcs, or goblins. The ancestral gargun originated beyond Kethira and first appeared on Hârn in Elkall-Anuz around 110. It has been speculated that Lothrim brought them to Hârn by means of great enchantment to serve as warriors for his burgeoning empire. In any event, they outlived their "creator" and by 250 had spread throughout the island. Their bodies are covered with coarse fur and, for numerous reasons, gargun are vastly different from Hârn's other culture-forming races.

The gargun have a reproductive system resembling that of some insects. In each tribe there will be, at most, one fertile female (the queen) and generally only one fertile male (the king). Both sexes become fertile only through continued social exposure to the opposite sex. All such contact leads to fertility, but most male gargun have no sexual contact with females. This is not to say that gargun males are impotent; they are fully capable of rape, an ability which they happily demonstrate from time to time on females (and sometimes males) of human and other species.

Approximately one month after fertilization, the queen will lay up to 80 gelatinous eggs, depending on her age and health. Queens are most fertile between the ages of eight and 12. If the eggs are stored in a

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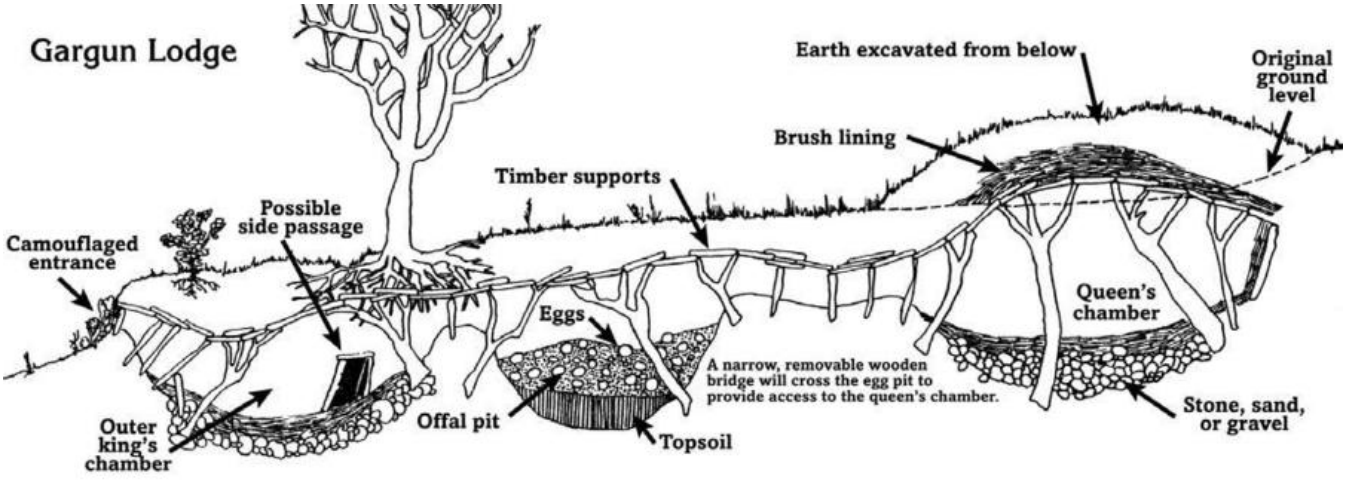

dark, humid environment and given a good supply of decomposing organic material (offal), they hatch in three to six months. Newborn gargun have an extensive racial memory, permitting almost immediate social interaction with others in the tribe. This racial memory also has the effect of preserving the customs of the gargun from one generation to the next. Hence, gargun society is almost totally unchanging.

Only one percent of the eggs will hatch as females. If exposed to males for about six consecutive hours, these "princesses" will become fertile queens. Since only one queen is generally tolerated, the princesses are segregated on hatching to form a Queen's Guard; they are reckoned among the most vicious fighters of the tribe. Occasionally, a princess will escape with, or be abducted by, a group of males from the same tribe with the intention of starting a new colony. Tribes that are queenless will strive to kidnap a princess or else face certain extinction. Since the queens become bloated and somewhat immobile, few princesses actually desire the role.

There are few, if any, social injunctions restricting the competition among the tribe's strongest and most intelligent males to become king, thereby gaining access to the queen. Methods chosen by the candidates range from mortal combat with the community watching to a knife in the back while sleeping. The only requirement from the point of view of the would-be king is that, once the kingship is achieved, he must survive long enough to enjoy it. Few survive more than a few months.

Gargun have short life spans. Fully grown within a year of hatching, they rarely live past the age of 25, although most die violently long before that. They constantly squabble and maim and kill each other. Only when there is an exceptionally strong king, or an external power manages to enslave them, is there any hope of (relative) tranquility within a gargun tribe or settlement.

All gargun have an abiding hatred for the Khuzdul and will, if there is any chance of victory, attack any dwarves they happen upon. The two races have a long history of mutual animosity dating from the gargun's appearance on Hârn and the subsequent Carnage of Kiraz.

By choice, gargun eat only meat and sometimes keep food animals. They will not hesitate at cannibalism and very much enjoy eating human or Khuzan flesh; sometimes they kill their food before dining. As a rule, gargun are nocturnal, hunting and raiding only at night; sunlight seems to demoralize them.

When the population pressure in any gargun settlement grows beyond the ability of the community to support, there will occur either a bloody civil war or a swarming. Civil wars can kill up to 80% of the male population in an uncontrollable orgy of bloodletting, perhaps lasting a mere hour. A swarm occurs when a significant number of males, perhaps 40%, seizes the queen or a princess and fight their way out to freedom. Having escaped, the swarm will attempt to establish a new community. A swarm can be extremely unpleasant for any settlements or wandering parties in its path.

The gargun are divided into five distinct sub-species: Gargu-araki, Gargu-hyeka, Gargu-khanu, Gargu-kyani, and Gargu-viasal. Contrary to widely held belief, the gargun cannot interbreed among their own sub-species, at least not without the intervention of magic or alchemy. Each sub-species has unique social and racial traits detailed below.

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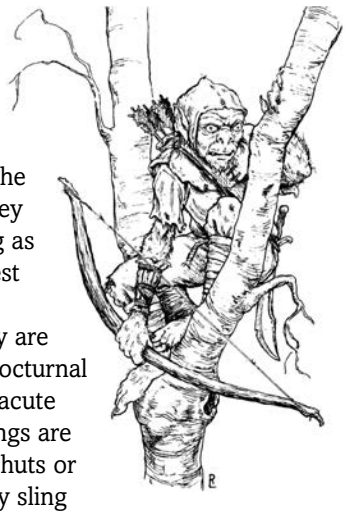
Gargu-araki (Small or Streaked Orc)

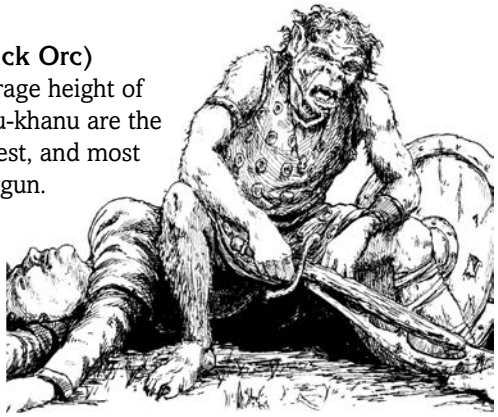


The Gargu-araki are smaller and lighter than other gargun, averaging about three feet in height, with streaky brown and tawny fur. Less repelled by the outdoors than the others, they may often be found dwelling as nomads in woodland or forest in tribes of 40–240. Despite their diminutive stature, they are among the most feared of nocturnal predators. They possess an acute sense of smell. Their dwellings are often little more than crude huts or shelters, and sometimes they sling "nests" in trees. About one in six tribes will have a queen to protect and will inhabit a large cave or construct a lodge. A gargun lodge (see illustration on previous page) will be constructed by first excavating a large pit and then building a shored earthen roof over the whole. The lodge will have several interlocking chambers and acquires additional side tunnels as time passes. Tribes that have been established longer are likely to have manufacturing capacity; they make their own spears, bows, and arrows, and possibly also mankars (short, broad, blunt-ended scimitars). The Gargu-araki tend to avoid other gargun whenever possible.

Gargu-hyeka (Common or Brown Orc)

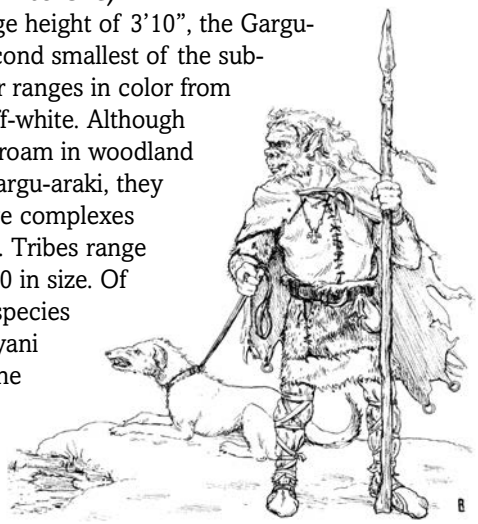
The common orc represents about 50 percent of Hârn's gargun population. Their fur ranges in color from black to auburn and they average just under four feet in height. Small bands may be found dwelling in a manner similar to the Gargu-araki, but they are more noted for their large cave complexes. Most Gargu-hyeka communities are located on the edge of mountainous regions and consist of one queen, several dozen princesses, and between 1,000 and 2,000 males. There will likely be large food animal stocks but these will rarely meet the needs of the complex; bands of 20 to 80 gargun will be out constantly, hunting in a range extending 10 leagues (two hexes) around. The complex will be tunneled out of rock or earth; although natural caverns may be included, chambers and passages tend to run in straight lines. There will be numerous redoubts and blind ways, pits, and other traps, all designed to foil invaders. The complex may have mines at one level or another and some have armouries that produce fairly good weapons, notably mangs, a unique type of bladed club, and mankars. The Gargu-hyeka also produce passable scale and mail armour but most of the adults wear leather armour or none at all.

Gargu-khanu (Great or Black Orc)



At an average height of 4'2", the Gargu-khanu are the largest, strongest, and most murderous gargun. Their fur is black or dark brown. They justifiably regard themselves as the "warrior elite" of the gargun. Fortunately for the rest of Hârn, they breed far more slowly, and kill each other more readily, than any other sub-species. Gargu-khanu may dwell in smaller versions of the Gargu-hyeka cave complex but they are more often found as the ruling elite in a hybrid culture with Gargu-arak and/or Gargu-hyeka as slaves.

Gargu-kyani (White Orc)



At an average height of 3'10", the Gargu-kyani are the second smallest of the sub-species. Their fur ranges in color from light brown to off-white. Although they sometimes roam in woodland bands like the Gargu-araki, they usually build cave complexes in alpine regions. Tribes range from 200 to 1,200 in size. Of the various sub-species of gargun, the kyani are the least prone to violence and have the least unpleasant personalities. They often keep dogs or wolves as pets, which they do not maltreat too much. They also produce finer artifacts and possess an identifiable, if alien, sense of tribal and personal

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honor. Despite this, they still have an evil reputation among non-gargun. They tend to avoid outsiders assiduously.

Gargu-viasal (Red Orc)

The Gargu-viasal, averaging 4' in height, are the second largest of the gargun subspecies. Their fur is auburn to red in color. Except for their slower birthrate, smaller communities of 700–1,200, and less frequent swarming, the culture and habits of the Gargu-viasal are similar to the Gargu-hyeka.

GARVIN Bay [M5+]

A passage separating Keron Island from the east coast of Hârn.

GASHANG

The flaming mace of the god Agrik, capable of inflicting "supreme" pain. The Cohorts of Gashang, an Agrikan fighting order, carry red-tipped maces as a favorite weapon.

GAUNTLET

Any heavy glove, generally made of leather or reinforced leather.

GEBRAL, King of Chybisa

Chybisa's twentieth ruler (590–627), Gebral was the third son of Queen Sabalyne and did not expect to inherit his mother's title. His eldest brother died of a hunting accident in 588; the second son had opted to become a cleric of Larani in 581. Although not groomed to rule, Gebral developed into a capable administrator but was unable to stem the graft rampant in his bureaucracy. He was succeeded by his only daughter, Udine I.

GEDA Keep [L7]

Realm: Chybisa **Holder:** Baron Forsetha
Population: 300 **Liege:** King of Chybisa

A keep built in 460 and currently held by the Baron Kjal Forsetha who is of Orbaalese extraction and obtained the fief as a result of a wager. The previous holder, Ulaed Tesael, a notorious wenching drunkard, had employed Kjal as a mercenary captain. In an alcoholic stupor, Ulaed bet that Kjal would be unable to lift his horse and Kjal apparently won the bet. The terms of the wager were confirmed in 715 by King Verlid VII, who observed that he was well rid of a fool who would so readily cast aside his heritage. Kjal claims to be 50, 60, or 70 years old, depending on his mood, and still delights in performing feats of strength for his guests.

GEDAN [J2]

A site of Earthmaster origin in eastern Orbaal. Situated in well-forested hills, it was used by the Jarin as an ancient burial ground and is sometimes referred to as the "Lodge of a Thousand Souls." Few in their right minds approach Gedan at night. A faction of the Jarin resistance movement known as the Aenghysa has taken advantage of this to establish its base at Gedan. The Order of Chuchlaen Wheelwright is also based at Gedan, as is the Cheyn Mhic Cainte, a band of ruthless fanatics.

GEDIL Island [J1]

A mountainous, forested island off the northeast coast of Orbaal. It is the domain of the Lord of Sherwyn.

GEDYF [F4]

A cave complex in the Rayesha Mountains near Mount Anegif, occupied by Gargu-hyeka.

GEKRISH, the Hands of Despair

The demi-divine servant of Naveh whom the god most often sends to settle accounts with those who have offended him.

GELDEHEIM Castle [H2]

Realm: Orbaal **Holder:** Clan Taareskeld (Royal Clan)
Population: 755

Built between 668 and 673 on the site of the captured Jarin keep of Lethwyn, Geldeheim is the seat of King Alegar II of Orbaal, valhakar of Clan Taareskeld. It is the strongest fortification and largest settlement in Orbaal and possesses a fine harbor, the Geldesfjord. Four keeps lie within the royal domain of Geldeheim: Ebein, Fjaga, Shien, and Zynholm. Each of these is held at the king's pleasure by relatives. The Tarreskelds are related to clan Tarren of Menglana in Ivinia. The King of Menglana has often claimed tribute from Orbaal, with little success.

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GELDESFJORD [G1+]

A deep curved fjord in northwestern Orbaal. Being the center of Orbaalese commerce, the fjord is protected by several fortified settlements.

GELDYM Falls [F6]

A cataract on the Pech River in Kom. The district possesses a number of natural limestone caverns, some of which are used by brigands.

GELEDOTH, House of

The present royal house of the Kingdom of Chybisa.

GELEME River [J5+]

A minor tributary of the Kald, rising in the Kathela Hills.

GELFEIN

An old Jarin word for chieftain or king.

GELIMO [M10]

Five enigmatic concentric rings of standing stones located in heathland overlooking the rocky west coast of Melderyn. The stones are the best-known remnant of the Henge Culture that flourished on Melderyn some 3,500 years ago. There are many theories concerning the henge's origin and purpose, but none are widely known or accepted. The site is now little more than an object of curiosity to the local mages. A Fyvrian chantry has existed at Gelimo for almost 1,800 years.

GEMAL, Cape [D9]

The southwesternmost point of the Hârnic mainland.

GEMINOST Keep [E7]

Realm: Tharda **Holder:** Geminost Cohort (2c)
Population: 680 **From:** Gerium Legion

Geminost was originally a fortress built by the Emperor Raelan to serve as a base for his campaigns against the Hefiosa tribes. Raelan's defeat and the near destruction of the empire halted its construction. The keep was completed by Arosta the Conqueror in 375. The district legar is Arlin Holsine, 47, the corpulent head of the powerful Holsine clan. The cohort is commanded by Tynar Baral; two of its companies are based in Geminost, the third in Hammut.

GEMRIL, King of Melderyn

The ninth king (327–369) of Melderyn, Gemril succeeded his second cousin Forn and was followed by his nephew Imadain I.

GENIN, Mage of Melderyn

One of several Melderyni wizards (?) whose actions have periodically affected the history of mainland Hârn. Of obscure motivation, Genin seems first to have made his presence felt during the Aleathian Odyssey, when he met the refugees on the island of Keboth. He then led them to the mouth of the River Horka, where they founded Thay in 573. Vague rumors connect Genin with various strange events that have occurred from time to time. It is not known if the mage still lives, or where, but Thayans revere him as a benign figure who will (hopefully) come to their aid in time of need.

GENIN TRAIL [K7+]

The trail used by travelers between Thay and Tashal, named after the semi-legendary mage Genin, although the connection with him is obscure.

GENTLE

A person or class of persons with the right to bear arms, use chivalric weapons, and ride warhorses. The most fundamental distinction in status in feudal societies is that between gentlefolk (nobles) and simplefolk (commoners). Gentlefolk are better treated by the law, which protects the privilege of rank. In a dispute between a noble and a simple person, there is rarely doubt as to the outcome.

Gentle status may be granted under complex rules by those who already have it or may be obtained by birth or marriage. A person whose parents are gentle is of gentle birth. This has somewhat more status than obtaining gentility by marriage or grant, although the grantor may lend some of his own status to the grant. For example, a man knighted by the king has more status than one knighted by an impoverished knight-bachelor.

Barons and earls have heritable titles that remain with the family unless formally stripped by higher authority. Anyone who holds a heritable title, is married to, or offspring of such a person, is considered gentle. Gentlefolk with such titles are usually knights, but few knights have heritable titles.

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GERIAM, the Bow

A non-zodiacal constellation of the northern sky.

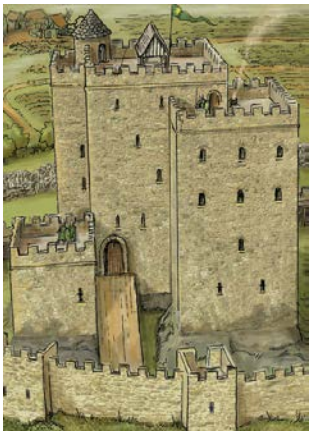
GERIUM Province

One of six provinces in the Thardic Republic; Geshtei is the provincial capital. The marshal, Jithias of clan Mariam, obtained the office by the influence of his uncle (since assassinated). Jithias is only 20 and the family fears for his safety now that he is no longer protected by the old patriarch's network of political favors. Jithias is prone to rashness and the provincial magistrate, Borisir of the powerful Wytel clan, is constantly sending unfavorable reports to the senate. Most believe it is only a matter of time before one these officers assassinates the other.

GESHTEI Castle [E7]

Realm: Tharda **Holder:** Gerium Legion (3c)
Population: 980 **From:** Thardic Senate

The capital of Gerium Province and headquarters of the Gerium Legion. Geshtei was built by the emperor Lobir in 345 and, for a brief time, was larger than Coranan. The provincial marshal is Jithias Mariam, a young man of 20 who obtained the office by the influence of his uncle in the senate (since assassinated). He commands Tharda's most powerful legion; of its 25 companies, 11 make up the Geshtei Cohort, with the balance in the Geminost (3c), Imrium (6c), and Noru (5c) cohorts. The provincial magistrate, Borisir Wytel, also resides in the town. He is a corpulent sensualist, well skilled in the intrigues of Thardic politics. Both men despise each other. Each goes out of his way to expose the other as being corrupt and incompetent. The castle guards a fine stone bridge across the Imris River.



GETHA Keep [K5]

Realm: Kaldor **Holder:** Baron Indama
Population: 260 **Liege:** King of Kaldor

A keep in Nephshire, built in 280 and rebuilt in 440 after being razed by a fire in 437. Chimin Indama is a somewhat thick-witted vassal but is an obedient and loyal servant of the king. His son has a remote claim to the Kaldoric throne. See Bidow.

GETHEDON River [H5]

A river rising in the northern Felshas and flowing southwest to Lake Benath; the southern border of Misyn.

GIANT

The closest Hârnic equivalent to a giant is the Hru.

GIBBET

A metal frame in which the body of an executed criminal is displayed as an example to others. See Orgael Wood.

GIFUSO [I5]

A colony of Gargu-hyeka on the eastern edge of the Felsha Mountains. The surrounding region is often swarming with miscellaneous gargun bands.

GIMON Keep [E9]

Realm: Kanday **Holder:** Baron Jevasa
Population: 325 **Liege:** Earl of Sarkum

A barony in Selionshire held by Baron Tobrin Jevasa from the Earl of Sarkum. Gimon Keep was built in 426 by King Chernae of Aleathia as a present for one of his most trusted advisors. In 621, it became the capital of the small kingdom of Edern ruled by Clan Daltene. In 689, Rogryn Daltene reluctantly swore fealty to Andasin III. When Rogryn died in 711, he left no heir and the barony lapsed for five years. In 716, Andasin IV granted the title to Tobrin Jevasa and made the fief subject to his own father, the Earl of Sarkum. Tobrin is 52 and has been a close advisor of the earl for many years.

GLAIVE

Basically a spear with a six to eight foot shaft and a heavy cutting blade.

GLASSWORKERS' Guild

Since the methods of glass manufacture are not widely known, glassworkers are occasionally accused of employing magic in their work. The Sindarin are well known for their glass-making ability, a fact that also lends mystery to the art. Glass windows are much too expensive for most Hârnians but the master glassworker can earn a good living producing glass pottery and stained glass for Hârn's elite.

GLENOTH Keep [N9]

Realm: Melderyn **Holder:** Baron Halwyn
Population: 305 **Liege:** Earl of Nurisel

Glenoth is located on an island of the same name, which has many ruined henges and where several Earthmaster artifacts have been reportedly found. The Jarin arrived on Glenoth about 1,300 BT but their first attempts at colonization failed. Old legends tell of "the

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plague from the stones" that devastated their villages. The Jarin abandoned the island, only returning around 800 BT. A Jmorvi chantry was established about a century later. The present keep was built in 489 to replace an earlier wooden structure. The baron, a scholarly man of 38, is married to the daughter of an Emelrene noble. His younger sister, Fralise, is married to King Chunel's younger brother.

GOBLIN

A name used by simpletons and children to describe gargun.

GODSTONES

Enigmatic artifacts found at all Earthmaster sites. They are monolithic blocks, some 5' wide and 3' thick at the base, tapering slightly over a height of 10'. They are made of an impervious, dark gray, stone-like material that is otherwise unknown on Hârn. They are also possessed of powerful psionic auras and are strongly associated with weird, often fatal, events. The godstones are in fact teleportal gates. The Earthmasters used them to travel between any two gates and even between worlds. Most godstones are still operational and are used by a select group of mages with appropriate physic abilities.

GOLDEN ORB, Enclave of the

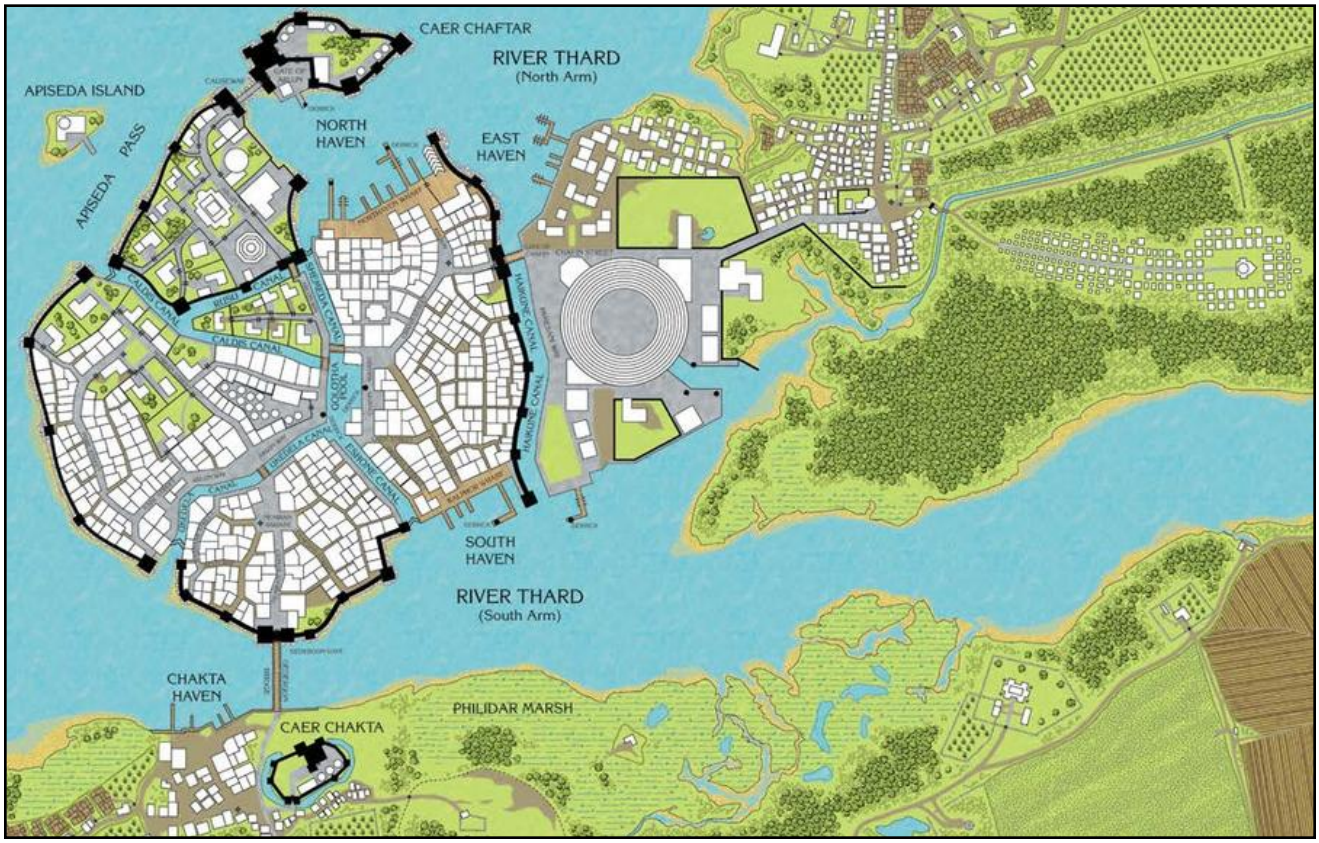
The principal college of heralds in the Hârnic Isles, it is the residence of the Sunrise King of Arms, chief herald of not only Melderyn, but also the other Hârnic kingdoms, Emelrene, Palithane, and Ivinia.

GOLOTHA, City of [D7]

Realm: Rethem **Status:** Freetown
Population: 6,200 **Charter:** King of Rethem

The largest city of the Kingdom of Rethem, located on an island at the mouth of the Thard River. The Dedergon Bridge links the city with Chakta Keep on the south bank. Golotha is a chartered freetown, governed by the Heptarchial Council, a body of seven aldermen dominated by the Church of Morgath. The primate of Agrik resides in Golotha and the king maintains Caer Chaftar in the city.

The city was founded in 388 under the name of Merethos by Emperor Malian. During the Corani Empire, the city enjoyed prosperity as a port and trading center, handling much of the empire's trade. In 562, Merethos was the first city to fall to the Balshan Jihad after a battle of only three hours. The jihadists gave the city its present name. Golotha provided much of the impetus for the rebels but was snubbed when the capital of the Theocracy of Tekhos was established at Shiran in 568.



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However, Golotha remained the religious center for the new state religion, the worship of Morgath. With the chaos following the collapse of the Theocracy in 588, Golotha was able to maintain a Morgathian theocracy until Rethem and then Golotha itself were conquered by Arlun the Barbarian in 635.

Golotha is a city of secrets and dark places. Its narrow, poorly policed streets are regarded as dangerous, even during the day. The evil temples, which virtually govern the place, have an almost free reign in their nefarious activities. Many hapless citizens and visitors have been whisked off, never to be heard from again. The city is crossed by canals that are distinguishable from the sewers only by their depth and the presence of boats. The city suffered severe flooding in 707 when the Thard broke its banks. This was only the latest in a long series of such catastrophes, the worst being the Great Flood of 521, when fully half the city was destroyed. The port remains busy, mainly with river traffic to and from Coranan.

Members of the governing Heptarchial Council are appointed by the Mangai, the temple of Agrik, the temple of Halea, and the temple of Morgath, the latter electing four. Due to the overwhelming dominance of the Morgathian church, Golotha is generally regarded as the political heir to the Theocracy of Tekhos, although this would not be apparent from the large number of Agrikan temples and clerical orders in the city. Golotha contains the following temples and clerical orders.

Agrik	The Eight Demons
Agrik	The Fuming Gate *
Agrik	Herpa the Mace *
Agrik	Mamaka, Master of Steel *+
Agrik	The Octagonal Pit *
Halea	The Silken Voice
Ilvir	The Pia-Gardith
Morgath	The Lord of Chaos *+
Naveh	Covert
Save-K'nor	The Hyn-Aelori

* Headquarters of the order.
\+ Seat of the Primate of Hârn.

GOLOTHAN THEOCRACY

A successor state to the Theocracy of Tekhos that controlled much of Rethem during the Interregnum. In 635, it fell to Arlun, who established the Kingdom of Rethem.

GOMETH, King of Chybisa

The sixteenth monarch (506–521) of the Kingdom of Chybisa, Gometh was greedy and corrupt; he directed monies into his personal coffers that were desperately needed for the defense of the realm.

GOMISEN River [E6+]

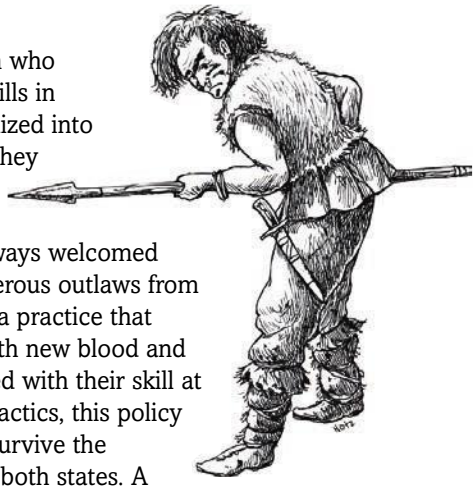
A tributary of the Thard River, originating in the western Rayeshas.

GOSUS Keep [N10]

Realm: Melderyn **Holder:** Baron Maradyne
Population: 285 **Liege:** Earl of Nurisel

A keep in Cherfinshire held by the powerful Baron Nethan Maradyne. A hill fort was built here about 300 BT. The present fortification dates from 202 although it was renovated and expanded in 412 and 673. Nethan is over 80 and in poor health. Because all of his sons are dead, his heir is his grandson, Jaryk, who has traveled extensively on Hârn and spent a year at the court of King Miginath of Kaldor.

GOZYDA, The



Forest tribesmen who control the Mimea Hills in western Hârn. Organized into bands of 60 or less, they subsist on hunting, raiding, and larceny. The Gozyda have always welcomed into their ranks numerous outlaws from Tharda and Kanday, a practice that has brought them both new blood and technology. Combined with their skill at employing guerrilla tactics, this policy has helped them to survive the jealous attentions of both states. A branch of the Gozyda inhabit the nearby island of Domid.

GRAINFLAIL

A common threshing tool favored as a peasant weapon, basically an articulated staff. Grainflails consist of two 18–36 inch wooden staves joined together by a leather thong. The handle staff is usually longer than the impact staff (see FLAIL).

GRAY BLIGHT, The

A crop disease that affected most of Tharda in 602. Less than 20% of the normal crop was harvested that year and roughly 12,000 Thardans died of famine.

GRAY MAGE

A supreme master of the Shek-Pvar, so skilled as to be comfortable with the principles of all six Convocations.

GRAY WHALE COLLEGE OF ARMS

The principal college of arms in Orbaal, residence of the Orbaal Herald.

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GREAT HELM

Any closed plate helm that covers the skull, face, and neck. Except for point strikes, the eyes are also protected. Although great helms give complete protection to the head, some warriors dislike the restricted vision they afford. A great helm can only be worn with an arming cap or a short quilted cowl.

GREAVES

Plate or kurbul armour for the lower leg, giving protection to the calves and shins.

GREEN TOWER, The

The mythological origin of the equally mythological *Tomes of the Green Tower*. The tower itself was apparently a structure rising out of the murk, representing an island of calm in the primaeval chaos. To this place came several great immortal sages (none of whom are easy to identify) who would commit their journals to the copper walls. At various times, anonymous sages have claimed to have visited the tower and copied the runes from the walls. These varied writings were edited and published around the time of Lothrim by one Nala-Uroh, a scholar of Elkall-Anuz. This is the only form in which the *Tomes of the Green Tower* now exist. The Tomes are significant mainly because they have come to form the basis of the *Twentieth Tome*.

GULMORVRIN

Possessed of demonic power, the Gulmorvrin are the most feared of the undead of Morgath. Governed by the great demon Klyss, the Gulmorvrin have lost any will they once had and exist only to serve their evil masters. When touched by the Shadow of Bukrai, a force exuded by all Gulmorvrin, all who lack the will to resist will fall into the endless death. Gulmorvrin are not created, they are converted from ordinary mortals. In their new form, they retain any powers they previously had and receive also the Shadow. If the Gulmorvrin serves Morgath well, it may be granted additional powers and possibly a Bukrai Blade, a sword that enhances the Shadow of its wielder. Regardless of how well a victim comes to serve the Lord of Chaos, Gulmorvrin inevitably become subservient to Klyss; eternal suffering is their ultimate reward.

GUTHE River [L4+]

A swift-flowing tributary of the Nephen River, fed by the Jenzu snowfield.

GWAERYN Keep [H3]

Realm: Orbaal **Holder:** Clan Aeryn
Population: 365 **Tribute:** Leriel

A Jarin keep originally built in 388 and now being upgraded to stone. Symael Aeryn is 37, a soft-spoken and seemingly gentle man whose benign manner disguises a shrewd politician. He is a moderate who believes that, given time, the Ivinians will be assimilated into Jarin culture. He has little respect for fanatical Jarin patriots.

GWYDRIEL

An evil sorceress of great power and leader of the Morsindari.

GYFYN Keep [G1]

Realm: Orbaal **Holder:** Clan Djagg
Population: 650 **Tribute:** Tandir

Built in 561 by the Jarin, Gyfyn was captured in 671 by the Ivinians. The valhakar is Jurri Djagg, 43, an aggressive and skillful warrior who distinguished himself during the Jarin Rebellion and Thay raids. The Djaggs are related to the Dagens, the royal clan of Ibanvaal. They resent their lesser status in Orbaal and seek to expand their domains. A colony was recently founded on Movel Island in the Afarezirs but failed due to poor weather and minimal support. Another attempt is planned.

GYTEVSHA

The invisible demonic minions of Naveh.

GYTHRUN Castle [M8]

Realm: Melderyn **Holder:** Earl of Biren
Population: 860 **Liege:** King of Melderyn

The principal seat of the Earl of Biren, Gythrun was built in 243 as a keep. The castle was constructed in 630 when the earldom was created. Larryn Gwenalin, the fourth earl, is King Chunel's cousin. He is a vigorous man of 55 who has improved the settlement's port facilities (he owns a fleet of six merchant vessels) and has pushed for increasing colonization of Birenshire. He is a close friend of the Sheriff of Biren, whose seat is Racyn Keep. Larryn is a devout Laranian and a lay member of the Lady of Paladins fighting order. He is distressed by that order's cruel activities against the Solori and has quarrelled with the grandmaster on several occasions. He has petitioned King Chunel and the Laranian pontiff at Tengela (in Trierzon) to intercede, so far without effect.

GYZEM, Isle of [H10]

A small, isolated, hilly, forested isle in the Gulf of Ederwyn. It is the site of the fabled sunken city of Ridow.

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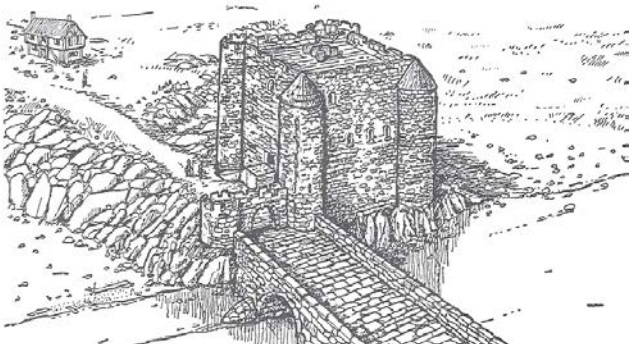
HABE Keep [L4]

Realm: Azadmere **Holder:** Baron Kophar
Population: 250 **Liege:** King of Azadmere

The principal human settlement within the Khuzan Kingdom of Azadmere. Habe sits astride the paved road from the city of Azadmere to Zerhun and guards the ancient Gazhar Bridge across the diminutive Idain River. The fief has been held by Clan Kophar for almost 600 years. The surrounding croplands and pastures are the main source of food to the Khuzdul. The fief enjoys a high degree of independence under the rule of Baron Kophar, a human trusted and respected by King Hazmadul III of Azadmere. Foreigners are rarely permitted to approach closer to Azadmere than Habe.



HABERGEON

An armoured shirt that covers the shoulders, thorax, abdomen, hips, groin, and upper arms. Habergeons are usually made of scale or mail. They may be long-sleeved, half-sleeved, or (rarely) sleeveless.

HABSULARA

A blue springflower found in pasture land. Used by physicians to treat maladies of the brain.

HAFEG Island [D2]

An island in the Afarezirs.

HAGINED, King of Orbaal

The founder and first king (686–692) of the Kingdom of Orbaal.

HAIN, King of Pagostra

The founder and first king (137–166) of Pagostra.

HALANE

A mid-autumn month, the eighth month in the Tuzyn Reckoning calender, named after the goddess Halea.

HALDAN the Elder, King of Kaldor

The nineteenth king of Kaldor and founder of the present ruling House of Elendsa. Haldan achieved power in 603 after a baronial revolt that had lasted for nearly four years. His reign was mainly concerned with rebuilding the shattered economy and in furthering a return to traditional feudalism. He died in 636, leaving a peaceful realm to his son Haldan the Younger.

HALDAN the Younger, King of Kaldor

The twentieth ruler (636–651) of Kaldor.

HALEA

"The Empress of Opulence, Maker of Bargains, Guardian of the Treasure Hordes, Queen of Pleasures, Enslaver of Hearts and Loins, Unchaste Lady of Ten Forgotten Acts, Temptress of the Crimson Chamber."

Halea is the amoral goddess of wealth and pleasure. Often regarded as the most beautiful creature of Kelestia, one whose true form would drive men mad with passion, she will usually appear to mortals in the guise of an "ordinarily" beautiful young woman. Halea is the goddess of those who would live moment by moment, wringing from each instant its uttermost yield of hedonistic pleasure. She is the deity of those who crave wealth and the pleasures that wealth can bring. She is not, as some would have it, shallow or empty-headed. Halea is a shrewd schemer, renowned for her ability to seduce the reason of lesser beings with her silken voice and subtle arts.

Halea's mythical residence is called the Crimson Chamber. Here, those chosen by the immortal lady enjoy an afterlife filled with sexual, culinary, and other erotic pleasures, until they presumably go mad and are replaced by new chosen.

Halea requires no particular morality of her adherents but demands unswerving devotion and loves elaborate rituals and flattery of all kinds. Many followers donate as much as half their incomes to her church and if they deem this prudent, who can argue? Halea is reckoned an easy deity to worship; she is the Maker of Bargains, willing to negotiate for her favors. The goddess prefers to bargain from a position of strength with those in great need of her aid. Halea always keeps the pacts she makes, although not always in the way anticipated. Those who would bargain with the Unchaste Lady had best hasten to fulfill their part, for Halea is a jealous mistress and quick to anger.

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Many scholars do not credit the clerics or lay followers of the Golden Lady with much intellectual depth, but priestesses may be found in high administrative posts in the government of Tharda. There are no fighting orders dedicated to Halea. The Order of the Silken Voice is the only clerical order. The Salara (primate) for Hârn is the High Priestess of the Shiran temple. The Hilenea (pontiff) is headquartered in the city of Helas in the eastern Venarian Sea.

Halea's priesthood is composed entirely of women of pleasant appearance who are fond of esoteric frills and ambiguous wording. Their ritual garb is diaphanous and of all the hues of the rainbow, but the colors purple, crimson, and gold dominate. Various symbols are used, among them stylized bells, coins, and genitalia. A priestess conducting a ceremony improvises or composes the service as she proceeds. Monthly high masses invariably end with an orgy and are well attended.

TITLES IN THE HALEAN CHURCH	
Hilenea	Pontiff
Salara	Primate
Aramia	Queen Mistress of the Temple
Shenasene	Priestess
Corathar	Acolyte
Solithar	Temple Guard

HALF-VILLEIN

An unfree peasant, typically holding about 15 acres.

HALFLINGS

A race of half-sized, humanly proportioned beings who, according to a seamen's legend, dwell on an island somewhere in the Gulf of Ederwyn. This story may be connected with the possible shipwreck of some children during the Aleathian Odyssey.

HALFHELM

Any helmet made of kurbul, ring (leather mounted in a metal frame), or plate that covers the skull. Helmets may have nasals, cheek-pieces, neck guards, or eye guards for additional protection. Typical helmet types include the skullcap, conical cap, pothelm, or kettle hat.

HANDAXE

Any combat axe designed to be used in one hand. Most handaxes are single-bladed, with one or more spikes to make the thrust and/or backhand more dangerous.

HAONIC Ocean [A6+]

Kethira's largest ocean. There has been no recorded crossing—and few attempts—since the edge of the world is commonly known to lie 100 leagues west of Hârn.

HARBAAL

A kingdom on the Lythian mainland, near Ivinia.

HARBORMASTER

A civic official in charge of a port, appointed by the mayor or aldermen. The harbormaster is either a retired pilot or a political appointee who hires a master pilot as an assistant. Harbormasters supervise port maintenance, provide pilotage services, and collect pilotage, wharfage, and vessel registration fees.

HARBRAEN

A prophet of the Church of Peoni who performed missionary work in Shorkyne and was slain by Agrikans. His final resting place in Shorkyne, called Harbraen's Plot, has repeatedly demonstrated miraculous healing properties and is a popular destination for pilgrims.

HARDEN Castle [M7]

Realm: Melderyn **Holder:** Earl of Elorin
Population: 1,265 **Liege:** King of Melderyn

The principal seat of Marric Alaga, the Earl of Elorin, who is descended from the ancient kings of Elorinar. Harden was the primary settlement of the Lakori tribal people and the center of the old Kingdom of Elorinar, which was annexed by Melderyn in 223. The present castle was built in 352 and protects the fourth-largest settlement in the kingdom. The former economic dominance of Harden in this region has declined since the founding of Thay two centuries ago. In private, the Earl of Elorin has been heard to lament the failure of the Orbaalese to destroy the city in 705, and he was notably tardy providing assistance at the time.

HARMAZAD

A fortress or city of the Khuzdul during the Atani Wars.

HÂRNIC ISLES

The name given to Hârn and its attendant islands. There are some 350 islands in the archipelago, with Hârn the largest by far. Other islands and groups of note are Melderyn, Anfla, Belna, Keboth, Yaelin, the Afarezirs, and the Balakas.

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HARPERS, College of

Harpers are accomplished musicians. Most earn their living as performers although some specialize in the crafting of fine musical instruments such as the harp, flute, drum, horn, and lute. Truly great harpers can make instruments of seemingly awesome enchantment; a few players have been able to coax any emotions they wished from their listeners. Harpers play an important role in the conveyance of news, tales, legends, and oral histories. In especially great demand are minstrels from afar who bring hardly credible songs and tales of strange folk and places. Ivinian skalds are noted for their epic tales of heroes and villains. While they rarely play for outsiders, the Sindarin are without doubt the best at these arts, beloved for their beautiful but often unfathomable songs.

The College of Harpers sponsors a select number of Harpers' Halls throughout western Lythia. There are four harpers' halls in the Hârnic Isles:

Aleath	Aleta Hall
Azadmere	Sinain Hall
Cherafir	Tuven Hall
Elshavel	The Silver Lute

The Azadmere hall is exclusively for the Khuzdul. Elshavel is regarded as the finest place to study but only humans with the greatest of talents are invited to that august institution. Admission to a hall is by audition. If accepted, an apprentice can look forward to 4–8 years of intensive study and training, followed by a dozen or more years as a wandering bard before he will acquire the elite status of Master Harper.

HARPIE/HARPY

The closest Hârnic equivalent to a harpie is the Yelgri.

HARTBOW

The Sindarin shortbow, constructed from wood, bone, and sinew. The hartbow has the size and weight of a shortbow, but its range and impact exceed those of the longbow. Hartbows are typically inlaid with gems and silver or gold designs.

HAUBERK

A coat made of ring, scale, or mail. Hauberks cover the shoulders, thorax, abdomen, hips, groin and thighs. They may be lengthened to cover the knees or, more rarely, down to the calves. The skirt is usually split for mounted use. Hauberks are either half-sleeved or full-sleeved.

HAWKING FEE (see Bonding Fee)

HAZMADUL III, King of Azadmere

The present monarch of the Khuzdul of Azadmere. He is 215 years old and was crowned in 658.

HEBON Keep [D9]

Realm: Kanday **Holder:** Constable
Population: 190 **Liege:** Earl of Sarkum

A keep in the Selionshire, Hebon was built by King Xuaka of Aleathia in 433 and made an Imperial naval base in 524. In 602, it became the center of the kingdom of Andur, ruled by clan Belle. Hebon fell in 688 to Rethemi armies during Ezar's War and most of the ruling clan perished in the attack. In 690, Andasin III lost his life recapturing the keep. According to local legend, his ghost is said to appear on irregular occasions. The constable is Sovril Milaka, the Earl of Sarkum's younger brother.

HEDIRO Keep [G6]

Realm: Tharda **Holder:** Hediro Cohort (1c)
Population: 560 **From:** Shiran Legion

A fortress and district capital in Shiran Province. The district's administration will be moved to Cestor in 721; the headquarters of the cohort has already been transferred. Hediro has a superb harbor but is infamous for a series of violent and mysterious attacks on local residents. Victims have been found dismembered and partially eaten; no clue has been found to the perpetrator of these acts. The district legar is Polane Jeredosta, a relative of the provincial marshal. The commander of the Hediro Cohort's four companies (two at Cestor, one each in Zost and Hediro) is Kalarn Horla.

HEFIOSA [F6+]

A rugged, mountainous district in Tharda. It is an infamous sanctuary for dozens of small bands of brigands.

HEMURIN River [I4+]

A tributary of the Kald, rising in the extensive Wynan ice fields, which feeds and drains Lake Myen.

HENERYNE the Golden

The wife of Kemlar the Guide, Heneryne is one of the trinity of Kuboran deities, along with Kemlar and Crador the Blind. Heneryne is a goddess of fertility, good weather, and health, but can also be a bringer of blight, disease, and foul weather.

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HENWE Keep [D7]

Realm: Rethem **Holder:** Baron Pozen
Population: 210 **Liege:** Earl of Tormau

Henwe was originally a Corani Empire fortress but was rebuilt during the Theocracy of Tekhos. King Nemiran created the barony of Henwe in 672, granting the keep to clan Pozen as a vassal of the Earl of Tormau. The present baron, Ledrek Pozen, is 53 and has no direct male heir. Although his loyalty to Earl Lynnaeus is not in doubt, he fears the possibility of civil war due to his isolation from Tormau.

HEPEKERIA

A desert land of fierce barbarians, famous for its magical *thanath* swords, located beyond the Venarian Sea.

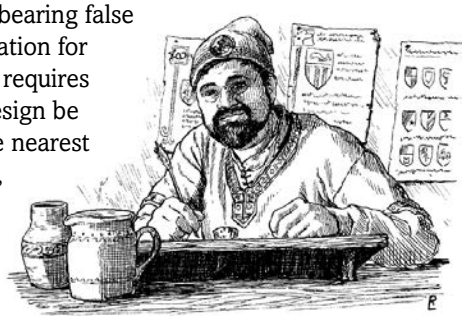
HERALDS, College of

The College of Heralds is closely associated with the nobility. All young nobles are required to learn the fundamentals of heraldry and those unlikely to inherit much of anything form the majority of college entrants. Most heralds are bonded to noble households, where they are responsible for teaching clan history and keeping records of family genealogies and arms. A few heralds also play an important role as ambassadors and are skilled in the etiquette of diplomacy and warfare. In this role, they are afforded a high degree of political neutrality. When a battle is to be joined, heralds from opposing camps usually meet to exchange formalities, conduct last minute negotiations, discuss terms of surrender, and so forth. Opposing heralds often watch the battle from the same vantage point, free from any harm.

The colleges in which heralds receive their advanced training are also the repositories for heraldic records. All Hârnic realms have a regional college. The Melderyni college at Cherafir holds in its archives the official records for the entire Hârnic Isles and is the residence of the chief herald of Hârn. The grounds of all Hârnic colleges are inviolate by law; even kings are forbidden to enter them without invitation.

Azadmere	White Mountain Lodge
Burzyn	Tower of the Unicorn
Elshavel	Silver Harp Palace
Tashal	Enclave of the Holy Oak
Aleath	Violet Mantle Palace
Cherafir	Enclave of the Golden Orb
Geldeheim	Gray Whale College of Arms
Golotha	Manse of the Sanguine Saltire
Coranan	Palace of Gules

Only nobles, fighting orders, and standing legions may receive a grant of arms; only the College of Heralds may make such a grant. There are severe penalties everywhere for bearing false arms. An application for a grant of arms requires that a unique design be submitted to the nearest regional college, which will then pass it along to Cherafir for Hârnic registration.



It will usually take at least four months for a grant to be approved, longer if design conflicts arise. Registration fees are typically about 5,000d, payable in advance. When the holder of a grant of arms travels beyond the Hârnic Isles, he is required to difference his arms by adding a scalloped azure bordure to his escutcheon (shield). This marking is exclusive to Hârn.

HERALD OF THE RED DOME

The chief herald of the Republic of Tharda, whose residence is at the Palace of Gules in Coranan.

HERAS, Lake [I6]

Located on the Farin River in the west of the Chelna Gap, Heras is Hârn's fourth-largest body of fresh water.

HEREB, Mount [K4]

A peak (6498') in the central Sorkin Mountains near Azadmere.

HEREDYN [M7]

A leper village across the Horka River from Thay. Heredyn is maintained by the Church of Peoni.

HERIOT

When a feudal landholder dies, his heirs must pay a special tax called heriot before they may inherit. For a serf or minor landholder, heriot is the holding's best animal or its equivalent in cash or kind. Larger estates generally pay goods or cash worth 20–100% percent of their annual revenue. Heriot is negotiable and large payments may be spread over several years.

HEROTH Castle [E7]

Realm: Kanday **Holder:** Earl of Heroth
Population: 570 **Liege:** King of Kanday

The principal seat of Earl Sinel Cassean. Built as a Corani Empire fortress in 421, Heroth's seizure by Xuaka of Aleathia in 443 sparked the war that resulted in the annexation of Aleathia by the Empire. After the collapse of the Theocracy, it was ruled by a series of violent despots who styled themselves Lords of Norea. In 623,

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it was captured by the Order of the Checkered Shield. The earldom was created by Andasin II in 647 for Clan Cassean. The extensive forests surrounding the site are a prominent source of yew for the making of longbows but are also an infamous refuge for assorted brigands. Earl Cassean, an ambitious aristocrat in his late 40s, is currently attempting to marry his daughter to the king, an event that is not viewed favorably by the Earl of Sarkum.

HERPA, the Mace

A non-zodiacal constellation of the northern sky.

HERPA THE MACE, Order of

An Agrikan clerical order that sponsors the Red Shadows of Herpa fighting order. This is the most mystical of the Agrikan orders. The order deeply involves itself in politics and favors a crusade against the Laranian-dominated kingdoms of Kaldor, Kanday, and Melderyn. Its main temple is in Golotha and it maintains a covert temple in Coranan, which is engaged in subversion. In 714, a faction broke off to form the Order of the Eight Demons.

HERTH-AKAN, The

A ritual of the temple of Naveh. A miscreant cleric is given a one-hour head start and, for three successive days and nights thereafter, must evade the murderous pursuit of seven of his temple brothers; few succeed. The ritual is occasionally used against enemies of the temple or against those that the temple has contracted to kill. If the victim evades death for the required period, he is permitted to live, but the failed brothers will undertake ceremonial suicide.

HERU Keep [J5]

Realm: Kaldor **Holder:** Constable
Population: 415 **Liege:** Earl of Qualdris

A keep in Semethshire, built in 548. The constable, Sir Bereden Pawade, is a skilled administrator who has dramatically increased the revenue of the fief. He has not seen or heard from his liege, Earl Meleken, for more than a year and is considering mounting a search party.

HIBUT Keep [F7]

Realm: Tharda **Holder:** Hibut Cohort (1c)
Population: 790 **From:** Coranan Legion

Hibut was once an old Corani tribal fort and many of the hills to the north are capped with stone cairns said to be the graves of Corani chieftains. The great Corani chief, Corthir, founder of the Corani Empire, built Hibut Keep in 307. Made of stone, the original keep still stands but is in serious need of repair. The district legar is Jurdin Melvoen, a weak administrator who is strongly influenced by Poris Kardan, commander of Hibut Cohort's three companies. Poris is a good friend of Kronas Elernin, magistrate and marshal of Eidel Province.

HIDEWORKERS' Guild

Members of the Hideworkers' Guild have a monopoly over the curing of all types of hides (including furs) and leather working. A master hideworker's establishment may be a tannery where hides are cured or a retail workshop where leather products such as boots, belts, or whips are made. Leather armour and saddles are monopolies of the Weaponcrafters' and Ostlers' guilds, whose members buy cured hides from hideworkers. Tanneries are nearly always located on the downwind outskirts of a town because of the stink of the urine used in the curing process. Tannery hideworkers purchase raw hides and furs from anyone, although most are obtained from local manors and mercantylers.

HIKUN [F6]

Hikun is the largest of several iron mines located around Geldym Falls on the Pech River in the Thardic province of Kom. The ore from Hikun is shipped down-river to Stimos for smelting and then to Shiran. Rumors that gold and silver are mined at Hikun are falsely spread to mask the real gold and silver mines, whose secret location are at Iracu.

HIMOD [G3+]

A hilly, forested wilderness between the Jahl and Rayesha Mountains. Himod is the range of the Ymodi, tribesmen noted for their tracking and hunting skills.

HIRENU

A rare chimera with the body and hindquarters of a horse, and a neck, head, and wings of an eagle. The Hirenu is solitary and tends to dwell in highland regions. Contrary to popular belief, the Hirenu is not capable of true flight, despite its relatively light bones and frame, but it can glide silently onto its prey. The Hirenu is omnivorous and is particularly fond of horse meat. Very few are strong enough to carry men. They are unintelligent.

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HIRIN, the Eagle

The seventh constellation (Azura 6th–Halane 4th) of the Kethiran zodiac, located in the southern sky.

Hirin has much in common with Nadai. The active spirit is free in skies that may not even be apparent to others. The eagle cannot be constrained, his soaring thoughts will find solutions to the greatest problems and will swoop suddenly to the kill.

The Hirinan is more precise than the Nadaian. His efforts are less diffuse and his solutions are executed with rapid flurries of intense action. But he may crash, and failure can be particularly damaging. Persons born under the eagle tend to resent authority but may not oppose it openly. They chafe and flutter against restraint or confinement, but their thoughts are of escape rather than vengeance. They are often intelligent and detached and can be merciless, watching things happen as if from on high, only now and then swooping down to take action that is almost always painful to someone.

HIRI-DELYN

A marvelous vest thought to be of Earthmaster origin and impervious to all manner of harm. The Hiri-Delyn is owned by the King of Kanday.

HJAEL Keep [H1]

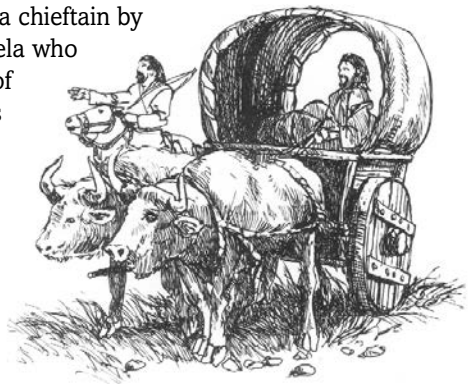
Realm: Orbaal **Holder:** Clan Erlanger
Population: 665 **Tribute:** Keiren

Built in 502 by the Jarin, who called it Powythys, the keep was captured and renamed by the Ivinians in 674. Valhakar Sweyn Erlanger is over 60 but is still a powerful warrior. He is very fond of roistering with his warband. The Erlangers are a junior branch of clan Erlang from Seldenbaal.

HODIRI, The

The tribal nation of Horadir in southeast Hârn. They are extremely fierce warriors, some say the equal of a Melderyni or Kaldoric knight. At the moment, the Hodiri are not particularly hostile to their neighbors and frequently travel to Burzyn to trade their horses and cattle for the products of civilization. They still raid the Solori and each other for slaves and wives, and will occasionally attack trade caravans.

The Hodiri are a nomadic people; most families own a large ox-pulled cart that serves as a mobile home. The whole Hodiri nation gathers every year at the tribal moot of Patrel. The Hodiri are well known as breeders and riders of small but stout horses; they also keep sizable herds of cattle and sheep. They are loosely organized into about 80 tribes, each 60 to 300 strong. Various past attempts to unite them into a cohesive nation have failed. There is, however, a chieftain by the name of Jherdela who has brought three of the tribes under his control. If he lives long enough, he may succeed in uniting the rest, a development that would not be eagerly anticipated by Melderyn or Chybisa.



HOENGREB, Mount [H3]

A prominent snow-capped peak (7498') in the southwestern Jahl Mountains.

HOHNAMSHIRE

A shire in the Kingdom of Rethem; shire moots are held in Winen. Although this is the largest shire in Rethem, the control exercised by the king is, at best, minimal. The Sheriff of Winen, a notorious scoundrel, is under the influence (and bribes) of the Earl of Tormau.

HOJ, Mount [H4]

A peak (8874') in the northwestern Felsha Mountains.

HOLY OAK, Enclave of the

Residence of the Acorn King of Arms, chief herald of Kaldor, in Tashal.

HOMURA

Homura, also called Redhelm, is a scarlet toadstool whose succulent flesh brings almost certain death if eaten. It is common in Rethem and in moist, western-slope forests elsewhere.

HORAB, Cape [L10]

Hârn's most southerly headland, Cape Horab is "World's End" to the Hodiri nomads. Its gentle, wooded shore is a curse to seafarers. Many ships have been wrecked here, driven ashore by a combination of southwesterlies, deceptive tidal currents, and the sudden appearance of this low-lying, often foggy, lee shore.

HORADIR [L9+]

An extensive woodland plain in the southeast of Hârn, claimed by the Melderyni Earl of Elorin at Harden, who calls it Dyriamarch. From time to time, the earl sends scouts and punitive expeditions into the region from Laket, but his influence over Horadir has not been noticed by the Hodiri tribesmen who dominate the region.

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HORAHNAM of Tekhos

The founder and only ruler (568–588) of the Theocracy of Tekhos. Horahnam was a Morgathian priest of noble birth. His family, Clan Tekhos, governed Shiran during the last years of the Corani Empire. In 564, Horahnam seized power by murdering his father and elder brother and then declared his support for the Balshan Jihad. This treacherous act ensured the demise of the Corani Empire, which fell in 565. Horahnam then emerged as the undisputed Balshan leader in 568 after some astute political moves (assassinations). He founded the Theocracy of Tekhos that same year. For 20 years, he ruled the Theocracy as a ruthless dictator but was assassinated himself in 588. The Theocracy collapsed with his death.

HORKA River [M7+]

A river rising in the Anadel highlands, flowing north and east to the Sea of Ivae. The river is the *de facto* northern boundary of the mainland possessions of Melderyn, although Elorinshire lies on both sides. The city of Thay lies at its mouth, on the south bank.

HREYOCHOR

A flowering plant found in high forest elevations. It is used in fertility potions.

HRU, the Rock Giant

A variety of Ivashu, the placid, giant Hru has the appearance of a bloated, dry Nolah. They may attain 15 feet in height and four tons in weight. Transformed during the day into a large boulder or pile of rocks, the Hru draws sustenance directly from the earth in the manner of a tree. At night, the Hru's earth-shaking stride has frightened many a traveler. Hru may be found in colonies of up to 40, strewn across stony highland wastes. They are fairly sociable creatures and their midnight interactions resembling strange, rumbling songs have sent shivers down the spines of most who have heard them. The fact that their voices are at the lowest pitch of human hearing may cause discomfort to human listeners. They are slow thinkers but many are quite wise; their main concerns are centered around the preservation of their homes.

HUNDRED

An administrative district of a Shire, governed by a Bailiff of the Hundred.

HUTOP Keep [K6]

Realm: Kaldor **Holder:** Sheriff of Osel
Population: 340 **Liege:** King of Kaldor

The keep was built in 430 by Aidrik IV as a stronghold against the Pagaelin. The office of sheriff is currently vacant, the duties being handled by Sir Kodar Maradyne, bailiff of a nearby manor.

HUVOS Keep [M7]

Realm: Melderyn **Holder:** Baron Perhel
Population: 345 **Liege:** Earl of Nurisel

Huvos keep, built in 580, has an unusual octagonal design. It was held by a constable for the King of Melderyn until 630, when the Shires Edict established the barony of Huvos. Lanise Perhel has been baroness since the death of her brother in 715. She is a tough, uncompromising woman in her late 20s. Renowned for her cynical wit, she is unmarried and has no interest in changing that status. She is rather ugly, a fact of sardonic pride; she often refers to herself as the "Hag of Huvos."

HUXUTH [H4]

A colony of Gargu-hyeka lying in a pass between the Felsha and Rayesha Mountains.

HYEN Keep [D7]

Realm: Rethem **Holder:** Copper Hook
Population: 225 **Liege:** King of Rethem

A fief in Zabinshire, Hyen was built in 532 as a Corani fortress. In 681, King Nemiran granted it, along with Menekod, Dunir, and Selvos, to the Copper Hook,

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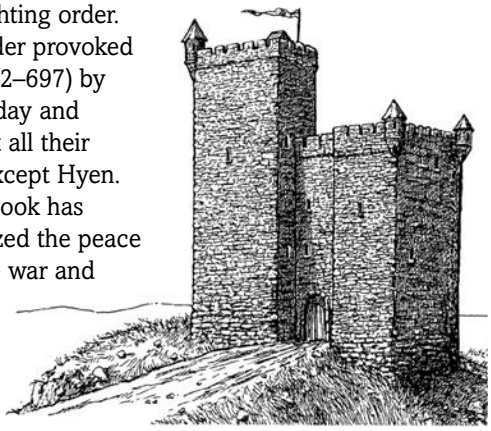
an Agrikan fighting order. In 682, the order provoked Ezar's War (682–697) by attacking Kanday and eventually lost all their possessions except Hyen. The Copper Hook has never recognized the peace that ended the war and continues to skirmish with the Laranian fighting order, the Checkered Shield. The Earl of Tormau has been secretly supplying money through intermediaries to the order to continue its war with the Laranians, a ploy to keep Chafin III busy looking south while the earl prepares for civil war in the north. The grandmaster of the order, Marag Yeredar, 52, may not be aware of the true source of this aid but his sad demeanor masks a clever and scheming mind.



HYN-AELORI, Order of the

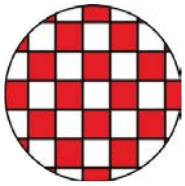
One of three clerical orders of the temple of Save-K'nor. Also known as the "Order of the Sage of Heaven," it is the largest and most conservative of the three orders of this church. It tends to avoid any overt societal action, preferring instead to gather huge collections of literature and artifacts for private study. The order's chief temple is in Coranan; other temples are located at Aleath, Golotha, Tashal, and Thay.

HYVRIK

The legendary red and white checkered shield of the goddess Larani. Knights of the Order of the Checkered Shield bear facsimiles of this shield in combat.

HYVRIK, Order of

The Larani clerical order that sponsors the Checkered Shield fighting order. Headquartered in Aleath, the order was founded as an underground resistance movement during the Theocracy of Tekhos and restricts its operations to western Hârn. Other major temples are in Coranan, Dyrisa, and Shiran.



IBONOST Keep [F7]

Realm: Kanday **Holder:** Constable
Population: 465 **Liege:** King of Kanday

Built in 497 as a Corani Empire fortress, Ibonost was the first major settlement taken by Andasin I on his rise to the throne of Kanday when he seized it from its Tekhosian governor in 589. During the Five-Year War, the Battle of the Teb Marshes was fought in 663 near Ibonost, ending in Kandian defeat and the loss of the keep to the Thardic League. The Treaty of Quivum in 666 returned Ibonost to Kanday. The keep is of considerable sentiment to clan Kand and, despite its proximity to the Thardic Republic, remains a favorite summer residence of Andasin IV. The constable is Sir Burdas Kandry, a distant relative of the king. He holds three nearby manors in his own right. Knights of the Checkered Shield, who hold a nearby manor, serve as a personal guard for the king in residence.

IBUTHINE, King of Kaldor

The fourth king (279–307) of the Kingdom of Kaldor.

IDAIN River [L4]

This river, unnamed on the map, is located in the Sorkin Mountains and empties into Lake Arain. Habe Keep stands on its south bank guarding an old stone bridge.

IDJAR ONE EYE

An Avalir who dwells at Idjarheim in Ivinia. Idjar used magic to enter Talagaad before his time and was cursed by Sarajin. The nature of the curse is unclear since Idjar will not speak of it.

IEMALAD, King of Kaldor

The eighteenth ruler (588–599) of Kaldor and the last of the House of Artane. Iemalad was the only son of Queen Chidena. He abused the powers that had been accrued by the crown over the preceding reigns and alienated the nobility with his excesses and debauchery. When he died without any legitimate heirs, a baronial revolt broke out that lasted until 603, when a new dynasty (Elendsa) was founded by Haldan the Elder.

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IKOM, Isle of [N9]

A hilly and forested island off the north coast of Melderyn. The island has been inhabited for more than 3,000 years and is something of an enigma to outsiders. The principal settlement is Chyrefal.

IKOSHIRE

A Melderyni island shire. The sheriff and shire moots are at Chyrefal.

ILLIMITIBLE TOME, The

The mythical book, in the keeping of the god Save-K'nor, in which all the knowledge of gods and men is written. The proper name of the tome is the *Var-Hyvrak* (see Concordat of the Illimitible Tome).

ILME

A strange race of intelligent mere-dragons. These creatures bear some likeness to their great dragon cousins, and many a reported tale of dragonkind was almost certainly really an Ilme encounter, but there are significant differences. Although they are reptilian, the Ilme have no wings and probably could not fly even if they had; they commonly attain a height of 12' and a weight of two tons. The two sexes live apart except when mating. Despite their undisputed strength, male Ilme are somewhat cowardly and are frequently bullied and robbed by local Gargu-araki bands. They prefer to hunt from ambush or eat carrion. They will rarely attack intruders but will fight with desperation when cornered. Even then, they usually try to negotiate first. Female Ilme are another matter; they will attack and fight intruders with limb-tearing ferocity, especially to protect their young. The Ilme do not breathe fire although their breath is far from sweet.

ILMEN Marsh [L6]

Extensive marshlands on the southeast shore of Tontury Lake. The marshes contain bottomless bogs and are the home of the Ilme.

ILMEN River [L6+]

The tributary of the River Osel that drains Ilmen Marsh.

ILPYLEN

The first prophet of Agrik, a warrior of the Kuldrh tribe around 1500 BT.

ILSIRI

The Ilsiri are small ethereal, humanoid creatures said to have been awakened by Siem during his sojourn on Hârn. Usually shy and gentle, they can be mischievous.

ILVIN

The tenth month of the Tuzyn Reckoning calender; named after the god Ilvir, Ilvin is the first month of winter.

ILVIR

"Master of Araka-Kalai, Brooder in the Blasted Plains, Serpent that Dwells Below, Accursed Lord of the Barren Cycle, Prince of the Fatherless Multitude, Craven Lord of Sterile Lands."

Ilvir is the only deity who dwells permanently on Hârn. He is best known as the lord-creator of the Ivashu. Ilvir is also known as the Craven Lord because he seldom ventures from his home at Araka-Kalai. He is symbolized by a sundered claw, supposedly the severed claws of Agrik that Ilvir picked up to make his creatures. His colors are yellow and brown.

The worship of Ilvir is scattered widely throughout Hârn but is uncommon except among the Jarin of Orbaal. Ilvir makes few demands on his followers and gives little in return. The religion is shrouded in so much mysticism that many claim even its clerics have no idea of what is going on. Ceremonies have been known to include animal and even human sacrifice but this does not seem to be an official part of ritual. Powers exercised by the clergy, or by Ilvir himself, tend to be very indirect, some would say sneaky.

The followers of Ilvir do not take anything very seriously and there are numerous doctrines, some quite contradictory, followed by dozens of minor sects. There are Ilviran temples in Golotha, Tashal, Shiran, and Leriel, the last two being jumping-off points for pilgrimages to Araka-Kalai.

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Of the many orders, the following are among the widest known and have separate entries in *Hârndex*:

Clerical Order	Temple
Sudelrhynn the Bearer of Loam	Leriel +
Ochre Womb	Araka-Kalai
Seafarer Ibenis	Shiran
Yellow Hand	Tashal
Pia-Gardith	Golotha
Chuchlaen Wheelwright	Gedan

+ Grandmaster is the effective primate for Hârn.

ILVIR'S SHAFT (see Araka-Kalai)

ILVIRIC DUALISM

The school of Ilviran thought that holds that each being has two souls, one that stays with the body after death and the other that goes to its afterlife. The first soul controls the mundane aspects of life and the second is the creative intelligence stimulated, or even created by, the deity. Some sects have extrapolated this theory to preach that all creatures are the inventions of Ilvir and that all beings return to Araka-Kalai after death.

ILYASHA (see Yerit)

IMADAIN I, King of Melderyn and Chybisa

The tenth king of Melderyn (369–413) and the eleventh of Chybisa (409–413). He obtained the Chybisan crown when Verlid VI of Chybisa died in 409 and the barons of that kingdom offered it to him in an attempt to stave off an anticipated war with the surrounding tribes.

IMADAIN II, King of Melderyn and Chybisa

The second sovereign to wear the crowns of both Melderyn and Chybisa, reigning from 413 to 440. He was succeeded by his own son, Arabar I.

IMADAIN III, King of Melderyn

The fifteenth king (538–557) of Melderyn.

IMIDEN Keep [E7]

Realm: Kanday **Holder:** Sheriff of Peris
Population: 415 **Liege:** King of Kanday

Built in 477 as a Corani legion fortress, Imiden was surrendered in 624 by its brigand holders to the Order of the Checkered Shield. Imiden was the target of the attack that began Ezar's War in 682. The Sheriff of Peris is Prince Anaflas Milaka, the second son of the Earl of Sarkum and the younger brother of the King of Kanday. Anaflas is heir to his father's title and also to the throne since Andasin IV has yet to take a wife. He is a capable and energetic administrator. Several lords of the realm wish he ruled in place of his weak elder brother.

IMMUTABLE ONES (see First Gods)

IMRIS River [E6+]

A tributary of the Thard that rises in the southern Rayesha Mountains. Except in winter, the river is quite busy with water transport carrying salt from Imrium.

IMRIUM Castle [E6]

Realm: Tharda **Holder:** Imrium Cohort (3c)
Population: 1,050 **From:** Gerium Legion

The administrative center of a noted salt-producing region, Imrium has been fortified since the fourth century. Most of the productive mines lie in the mountains northwest of the town. The district legar is Rondal Gyben. The commander of the Imrium Cohort's six companies is Parlyn Musbern, a competent and ambitious soldier.

INDATHA Straits [M10+]

The narrow, island-studded waterway separating Melderyn from the southeast coast of Hârn. The strait and its islands are controlled by the Earl of Karveth. These waters are a notorious graveyard for mariners, especially during southwesterly storms.

INNKEEPERS' Guild

Innkeepers have a monopoly on the operation of inns and on the manufacture and sale of alcoholic beverages. Most inns brew their own beers (which do not travel well) but wines and spirits are generally imported. There are two levels of guild franchise: inns and taverns. The latter is not supposed to offer sleeping accommodation or serve hot meals, but these distinctions are much abused. Many inns have an ostler's establishment adjoining; the ostler is either bonded to the innkeeper or operates his own franchise in partnership.

Inn prices depend mainly on the location and clientele served. Typically, a pint of ale, cider, or mead will cost one farthing, as might a cold meal of bread and cheese. But a hot bowl of soup or stew served with warm, fresh bread may cost as much as one penny. Meat roasts and other luxuries can be purchased in the better inns for 2–12d per serving. Accommodation prices (per night) range from one halfpenny for a soiled straw bed in a crowded dormitory to sixpence for a furnished and spacious private room. Prices always soar during local festivals and holidays.

INOR TETH

The residence of Save-K'nor, a massive blocky structure on neutral ground on Yashain. Inor Teth is a maze containing all the knowledge of the worlds.

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INQUEST

Also known as a sworn inquest, a legal procedure, usually confined to royal courts, wherein the presiding officer appoints a jury, usually of prominent neighbors (jurors), to whom specific questions of fact are put. Witnesses may be called and questioned under oath. The jurors' answer (the verdict) may be from personal knowledge or from local gossip, but will at least be based on some kind of evidence rather than superstition or expedient.

INTERREGNUM, The

The period of war and chaos throughout Tharda following the collapse of the Theocracy of Tekhos in 588. After years of turmoil, conditions slowly stabilized with the founding of a second Aleath Republic in 612, the Coranan Republic in 621, and the Shiran Republic in 625. Golotha maintained itself as a lonely relic of Tekhosian rule until conquered in 635 by Arlun the Barbarian, who founded the kingdom of Rethem on its ashes.

IRACU Mines [F5]

The headwaters of the Deret River contain several valuable mines, the largest of which is Iracu. The Khuzdul of Kiraz opened Iracu and mined gold, silver, and mythral here before it was abandoned at the time of the Carnage of Kiraz. The Miners' Guild now mines the upper levels for gold and silver during the summer. The ores are smelted and floated down the Deret to Sirion, then reshipped to Shiran. The locations of the mines are carefully guarded secrets. Most of those brought in to work, as well as the 50–100 mercenaries employed by the guild, are kept below deck during the journey in and out. The guild also works hard to maintain the false rumor that its mines at Hikun are the real source of the precious metals. The present operators have had continuing problems with cave-ins and flooding; their skills simply do not equal those of the Khuzdul. The mines are of indeterminate depth, possibly the deepest and most labyrinthine on Hârn. Most of the lower levels, those thought to contain the most valuable ores and veins, have not been worked for many years. Many say these deep passages are the realm of ghosts and demons, beliefs that are not exactly discouraged by the guild.

IRREPROACHABLE ORDER

The celibate, male clerical order of the Church of Peoni, brother order of the female Balm of Joy. The only apparent reason for the existence of two separate orders is their celibacy. The chief temple of the order is in the city of Aleath. The male order tends to look to the female order for leadership, especially to the Hârnic primate in Thay. Other temples of the order exist in Cherafir, Thay, Tashal, Shiran, and Coranan.

ISAGRA (see WHIP)

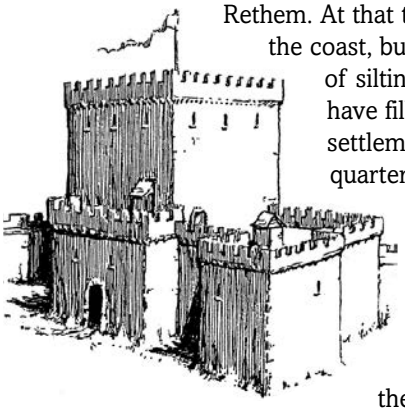
ISULON River [H6+]

A short river rising near Mount Uthoc in the Felsha Mountains and flowing into Lake Heras. A high mountain pass (4250') to Lake Dyrena marks its headwaters.

ITHIKO Castle [C6]

Realm: Rethem **Holder:** Earl of Ithiko
Population: 285 **Liege:** King of Rethem

Ithiko was built in 401 as a fortress and port to supply the Corani Empire's expansion into northern Rethem. At that time, Ithiko was on the coast, but three centuries of silting and littoral drift have filled the cove and the settlement is now almost a quarter mile from the sea.



Ithiko is infamous as the birthplace of the Morgathian prophet Balsha (in 520) and the rallying point of the Balshan Jihad. The Morgathian church maintains a shrine to Balsha and small temple in the settlement. The defenses of Ithiko were improved by Arlun the Barbarian, who turned it into a royal castle in 648. King Nemiran created the earldom in 673, granting it to clan Barzak. The present earl is Herrin Barzak, 60, a loyal supporter of the king and staunch enemy of the Earl of Tormau.

ITHIUS Keep [C6]

Realm: Rethem **Holder:** Constable
Population: 265 **Liege:** Earl of Tormau

The keep dates from 593, when it was built by Tamyr of Glesa, a brigand leader and pirate. Tamyr's successor, Branil, surrendered Ithius to Arlun the Barbarian in 631. King Nemiran granted the keep in 673 to the Earl of Ithiko but the Earl of Tormau seized it in 713, having bribed its constable, Sir Prando Toprau, into surrender.

ITIKIR, Sea of [A1+]

The Sea of Itikir surrounds Kethira's north pole and is more properly an ocean. Pack ice can be found between 400 and 500 leagues north of Hârn, depending on the season. The Sea of Itikir is known for its unpleasant weather all year round.

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IVAE, Sea of [M2+]

An arm of the Sea of Itikir, lying to the east of Hârn and separating the island from the continent of Lythia. The sea is named for the inhabitants of the far shores, the Ivinians, who conquered the Hârnic region of Jara, now known as Orbaal.

IVASHI

The language of the Ivashu (those that can speak) and the secret temple tongue of the Ilviran church. It is a fairly simple tongue, but capable of conveying rich emotional content.

IVASHU

The creatures created by the god Ilvir, who enjoys creating strange life forms. Ilvir has at his disposal a limited number of souls, which he is constrained to employ over and over again. The Ivashu are totally sexless and cannot breed. When they die, their auras/souls return to Ilvir's tower at Araka-Kalai, where they are reincarnated in a new, possibly experimental body. After spending some time in attendance at Ilvir's court (he is the only major deity believed to live permanently on Hârn) they are sent into the world. Most are slain quite quickly. Some are taken captive for shipment to Tharda, where they will appear in the Pamesani arenas, but a few Ivashu get past these obstacles and may be found in any part of Hârn. The Ivashu make up for their sterility by possessing strange powers. Some are intelligent and speak their own Ivashi language; others are semi-intelligent, speaking not at all and operating mostly on instinct. Almost any conceivable type of creature may be produced in small numbers by Ilvir, but the following five varieties are most common: Each is described under its own heading.

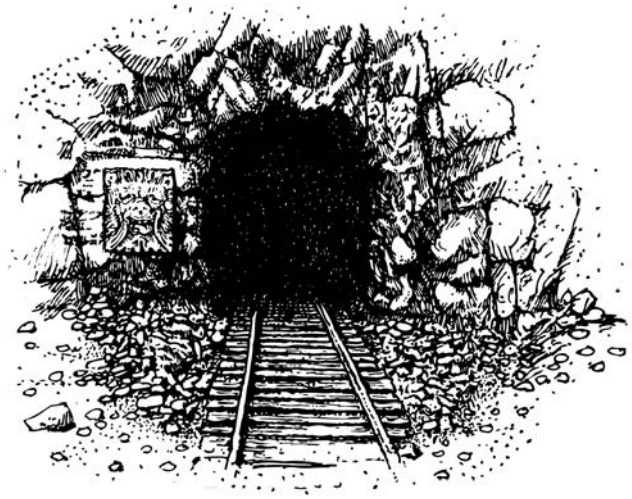
Aklash	Vessel of the Choking Wind
Hru	The Rock Giant
Nolah	The Dank Stalker
Umbathri	Bearer of the Mask
Vlasta	The Swift One, Eater of Eyes

IVINIA

A land roughly 200 leagues northeast of Hârn. It is a land brimming with warring kingdoms, icy fjords, and bold mariners. Ivinia was the homeland of the seafaring clans who conquered Jara (now Orbaal) between 652 and 686.

IVINIAN CONQUEST, The

The conquest of Jara, subsequently renamed Orbaal, by Ivinian seafaring clans (652–686). The Kingdom of Orbaal was proclaimed in 686 but conflict between the Ivinians and their subject Jarin continues to the present.



IZORA Mines [G4]

A district in the heart of the Rayesha Mountains containing an unknown number of abandoned gold and silver mines. Of Khuzan origin, the location of the mines was lost when the Khuzdul departed Kiraz; they were rediscovered in 590 by an expedition from Shiran. For almost a century, some of the mines yielded gold and silver. The mining camps were massacred by a gargun swarm in 684 and the mines were abandoned. There has often been talk of reopening the mines, said to "hold the golden heart of Halea herself," but talk is cheap.

JAFTE, Mount [H2]

The second highest peak (8759') in the Jahl Mountains in Orbaal.

JAHL Mountains [H2+]

The mountainous backbone of Orbaal, a rugged landscape with nine peaks higher than 6,000 feet. The region is home to several gargun nations. The easternmost peak, Mt. Fyso, called by some "Windheim," is said to house Bjaka, a wind demon known as the scourge of shipping on Jarin Bay. Another peak of note is Mt. Quorone, a mountain overlooking Quimen Keep, which has some obscure religious significance to the Jarin. The highest peak (8865') is majestic Mt. Aelenwe.

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JALIEN of Shiran

The fourth autarch (657–661) of the Thardic League. Jalien, like his predecessor Karnis of Coranan, undertook to expand the League but he was more ambitious. Overtures were made to Moleryn, an independent state allied to Kanday, to join the League. When these were politely declined, Jalien invaded on some minor pretext and annexed Moleryn by force but was mysteriously slain by a stray arrow. The seizure of Moleryn triggered the Five-Year War between the League and Kanday, which Jalien's successor, Colura, inherited and lost.

JANAKOR, King of Elorinar

The second king of Elorinar (190–218), Janakor was slain at the sack of Laket by the Bujoc during the Migration Wars. His son swore fealty to Melderyn in 233.

JARA

The former name of Orbaal, derived from the indigenous Jarin peoples.

JARIG River [H1+]

A swift river rising in the Jahl Mountains, then flowing northwards into the Vaagesfjord in northern Orbaal.

JARIGA Lake [H2]

An ice-cold lake in the Jahl Mountains. The lake is fed and drained by the Feben River, which rises in the Hoengreb glacier. The Jarin keep of Pethwys lies on the eastern shore.

JARIN, The

The name given to the first human inhabitants of Hârn and their living descendants. Most Jarin now live in Orbaal, although small pockets can be found in Evael and Azadmere. Most of the barbarian tribes of Hârn are of Jarin blood. After the Atani Wars ended around 700 BT, most Jarin were gradually assimilated into the more warlike culture of the Lythian invaders or fled to Hârn's more inhospitable regions. In northern Hârn, which came to be called Jara, the Jarin developed a crude form of feudalism in response to gargun raiding, but each settlement maintained a high degree of autonomy. These isolated Jarin strongholds were no match for the warlike Ivinians who conquered Jara, settlement by settlement, between 652 and 686, and established the Kingdom of Orbaal.

Through their long exposure to the Sindarin and Khuzdul before the Atani Wars, the Jarin acquired a special mystique that has tended to set them apart from other humans on Hârn and has earned them some distrust. They are essentially a peaceful race, a trait that the Ivinians wrongly interpret as cowardice. In Orbaal today, the Jarin are mainly serfs or slaves of their Ivinian overlords, but a few independent settlements have survived at Gwaeryn, Leriel, and Pethwys. Small but active resistance groups to Ivinian rule exist at Gedan and elsewhere. Despite some assimilation between the Jarin and the Ivinians, relations between the two are tense. The recent Jarin Rebellion (701–703) is evidence that the Jarin may prefer peace but are definitely not cowardly.

JARIN Bay [J2+]

A body of water separating the Balakas from the mainland of Orbaal. Jarin Bay is noted for sudden local westerlies said to be the responsibility of Bjaka, a particularly unpleasant wind demon who dwells on nearby Mount Fyso. The Bjaka Winds have sent many unwary seamen to the bottom.

JARIN REBELLION

A two-year revolt (701–703) when the Jarin sought to expel their Ivinian overlords from Orbaal. The Jarin outnumber their Ivinian masters by about 10 to 1, but the rebellion failed, mainly because the Jarin allowed themselves to be subdued piecemeal. It is certain there will be another Jarin Rebellion before too long; perhaps they will learn from past experience and fight as a united nation.

JARLAK

A demigod and symbol of the god Sarajin. Jarlak is the king of the Snow Wolves that dwell in Talagaad.

JAVELIN

A light spear designed for throwing.

JAZERANT (see KELZRAH)

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JEBRU River [K9+]

A river rising in the Anadel highlands. It flows southwest across the wooded plain of Horadir and drains into the Gulf of Ederwyn.

JEDES Keep [J6]

Realm: Kaldor **Holder:** Constable
Population: 245 **Liege:** Earl of Kiban

The keep was first built around 350 and was used as a base of operations by Fierth the Usurper during the Kaldoric Civil War. Jedes stands on the east bank of the River Kald and has a boat wharf to facilitate river communication with Tashal, 14 leagues upstream. The constable, Sir Shernath Mirdarne, is a childhood friend of the Earl of Kiban, whose principal seat is Kiban. King Miginath is known to be fond of Jedes; he spends more time visiting it, at the Earl's expense, than any other fief except Olokand.

JENZU, Mount [L4]

A peak (6998') in the Sorkins, southeast of Azadmere. There are caverns and mines running deep within the mountain that can only be entered from Zerhun Castle.

JETUST Keep [M10]

Realm: Melderyn **Holder:** Sheriff of Dath
Population: 360 **Liege:** King of Melderyn

The shire moot of Dathshire, held for the king by Sir Remond Symosen. The site was settled by the Jarin about 1,700 years ago. Nearby is the mysterious "Long Man of Hotsus," a huge humanoid figure carved into a hillside that locals insist has magical properties. Jetust was once the seat of the King of Datha, then later the principal seat of the Earls of Datha after the foundation of Melderyn. The line died out in 194 and the title lapsed. The present fortification was built in 687, replacing a crumbling second-century keep. A Khuzdul mason was imported to oversee the work and Jetust now boasts splendid round towers. Sir Remond, 47, was once a renowned tournament champion and his skill at arms is still formidable. He spent several years in his youth serving as a mercenary knight for Kanday during Ezar's War and bears a long, jagged scar on his face as a memento of that service.

JEWELLERS' Guild

A master jeweller is an expert goldsmith, silversmith, engraver, and jeweller, although he may specialize in one of these arts. Some masters specialize in metal engraving, making seals and signets to order, and a few are licensed to strike coins or are bonded as coin makers to royal mints. Very few human jewellers can match the skills of the Khuzdul and Sindarin.

JHALASTA

Jhalasta is a brown liverwort that favors wet soil and cool summers. It is mostly found along the shores of alpine ponds and marshes and has long been gathered for its medicinal properties.

JMORVI

The convocation of the Shek-Pvar with an elemental base of metal and/or mineral.

JOBASA [H3]

A cave complex in the northeastern Rayesha Mountains inhabited by Gargu-hyeka.

JOBUS, Mount [H4]

A peak (6709') at the eastern end of the Rayesha Mountains.

JOLDRAIVEN

This fern grows in mountain meadows just below the snowline. It is a useful equine stimulant.

JOTHET Keep [M7]

Realm: Melderyn **Holder:** Baron Dessar
Population: 345 **Liege:** Earl of Biren

Rollyn Dessar holds this fief from the Earl of Biren, whose principal seat is Gythrun. The Rolhauna Hills northwest of Jothet harbor a large barrow grave site. Legend has it that several battles were fought in this area during the Atani Wars and the barrows contain the dead of both sides. Local folk consider the Rolhaunas to be haunted. Jothet was once a Lakori tribal village and then a wood-and-earth hill fort during the Kingdom of Elorinar. The present keep was built in 521. Rollyn, 34, is a confidant of Baroness Perhel of Huvos.

JUFYX [G4]

A cave complex of Gargu-viasal in the Rayesha Mountains. The region is also inhabited by numerous bands of Gargu-araki. The viasal consider the latter their slaves, but few araki dwell in Jufyx.

JUSIKU [F5]

A cave complex near the north shore of Lake Benath inhabited by Gargu-viasal. The region also has odd bands of Gargu-araki.

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KABE, King of Rethem

The fifth monarch (689–692) of the Kingdom of Rethem. He succeeded his father, Puril, and took command of the Rethemi invasion army in Sarkum during Ezar's War. Kabe found his army was pinned inside and around Sarkum by a larger Kandian besieging force. For almost three years, Kabe plotted and planned a breakout, stubbornly refusing to abandon his army and flee by sea. In 692, a fire broke out within Sarkum and Kabe died fighting it. Sarkum surrendered after his death but the war continued in the north.

KABLOQ [G5]

The forested alluvial plain of the Dygu River on the northern shore of Lake Benath. It is the range of the primitive Kabloqui nation.

KABLOQUI, The

The tribal nation inhabiting the region of Kabloq. These tribesmen are of unknown ethnic origin and dwell in a crude nomadic state. Their bands rarely exceed two dozen members. The Kabloqui follow the game into the hills in summer and to the shores of the lake in winter. They practice no agriculture and starvation is a common occurrence; rumors of cannibalism are probably true. They spend a good deal of their time hiding from bands of local gargun.

KADAG Strait [C4+]

A body of water separating the southern end of the Afarezirs from the Peran mainland. The strait is generally quite calm and safe but storms can build quickly from the northwest.

KALD River [J5+]

Hârn's longest river (more than 150 leagues), the Kald rises at the northern end of the Sorkin Mountains and flows southwards to enter the Gulf of Chakro. Two high cataracts at Barsothe and Tuleme Falls make the river almost useless for navigation. River fishing is seasonal but abundant. Trout and salmon supplement the diets of various inhabitants along the river.

KALABIN, King of Kaldor

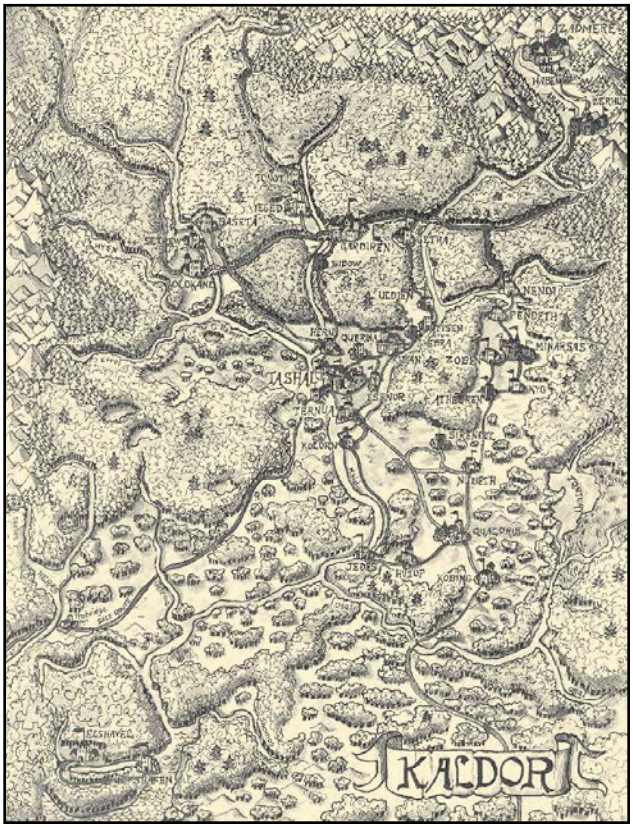
The second King of Kaldor (192–239). On the death of Lotin the Gray, the barons of Nurelia voted the crown to Kalabin rather than to the 14-year-old Prince Brant. The prince's suspicious disappearance in 237 sparked a baronial revolt in Nurelia that Kalabin put down at the Battle of Olokand in 238.

KALDOR [J5+]

The region comprising the watershed of the Kald River, lying generally between the Sorkin and Felsha Mountains. Kaldor contains mixed woodland, forest, and cropland and pasture. A generally flat area, Kaldor does have several hilly regions, notably the Kathela Hills and Upper Osel. Most of the region is controlled by the feudal kingdom of the same name.

KALDOR, Kingdom of

Located in the eastern interior of Hârn, Kaldor is a feudal realm ruled by King Miginath from his royal castle in the city of Tashal. Founded more than five centuries ago (188), external threats to Kaldor have been minimal, but internal strife has been common, notably the Kaldoric



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Civil War (362–377) and Baronial Revolt (599–603). Both conflicts were the result of a tendency for kings to draw too much power into their own hands at the expense of the barons. The most recent dynasty, the Elendsas, was founded in 603 and has encouraged a return to traditional principles of feudalism and chivalry while maintaining a tradition of royal justice. The following monarchs have ruled Kaldor:

HOUSE OF TANE	
Medrik I	188–192
Kalabin	192–239
Medrik II	239–279
Ibuthine	279–307
Aidrik I	307–342
Maranos	342–362
Aidrik II	362–377
HOUSE OF ORGAEL	
Fierth	362–385
Uthred	385–406
HOUSE OF ARTANE	
Aidrik III	406–425
Aidrik IV	425–451
Myselbane	451–484
Chelebin I	484–516
Aidrik V	516–518
Chelebin II	518–533
Roloth	533–559
Chidena	559–588
Iemald	588–599
Baronial Revolt	599–603
HOUSE OF ELENDSA	
Haldan I	603–636
Haldan II	636–651
Chelebin III	651–669
Torastra	669–693
Miginath	693–

The present monarch, King Miginath Elendsa, was 41 when he succeeded his father (Torastra) in 693. Always sickly, his imminent death from any of numerous ailments has been yearly predicted. After 27 years, the aged king continues to baffle his subjects simply by getting up each morning. He has never married, leaving the succession a matter of contention between two or three bastard sons and a score of nieces and nephews. The following is a list of major fiefs in Kaldor, showing the royal domain of King Miginath and the holdings of the four tenants-in-chief.

FIEF	HOLDER
Tashal	**King Miginath**
Athelren	(Sheriff of Vemion)
Bidow	(Sheriff of Neph)
Getha	Baron Indama
Hutop	(Sheriff of Osel)
Kobing	Baron Firith
Nenda	Baron Hirnen
Olokand	(Sheriff of Meselyne)
Querina	(Sheriff of Semeth)
Shebra	(Sheriff of Balim)
Sirendel	(Sheriff of Thel)
Ternua	Baron Verdreth

The above fiefs comprise the Royal Domain. The king also holds the title Earl of Olokand, which is his family seat.

FIEF	HOLDER
Gardiren	**Earl Curo**
Esenor	Baron Tesla
Pendeth	(Constable)
Setrew	Baron Ethasiel
Yeged	Baron Londel
Kiban	**Earl Dariune**
Fisen	(Constable)
Jedes	(Constable)
Kyg	(Constable)
Tonot	Baron Pierstel
Uldien	Baron Ubael
Minarsas	**Earl Caldeth**
Baseta	(Constable)
Kolorn	Baron Bastune
Zoben	(Constable)
Qualdris	**Earl Meleken**
Heru	(Constable)
Nubeth	Baron Elorieth

KALDORIC CIVIL WAR

The period of warfare from 362 to 377 during which Aidrik II, the legitimate heir, vied with Fierth the Usurper, who claimed to be his bastard elder brother. After 15 years of struggle, Fierth won a decisive victory at the Battle of Kiban in 377, founding a new dynasty that lasted only until the murder of his son and successor, Uthred, in 406.

KAMACE, Isle of [A10+]

An island of mixed forest and heathland. In the path of the prevailing southwesterlies, Kamace has almost constant high winds and storms. Trees in exposed locales are stunted and lean dramatically to leeward, giving an eerie impression. A Thardic legend recounts that at one time an army embarked from the far west and was shipwrecked here. The island was treeless at this time. Unable to find the lumber needed to repair their vessels, the survivors imprudently cursed the local gods. Acknowledging the dearth, the deities rooted their critics to the ground as stunted trees, striving impotently Hârnward. The island is inhabited by the somewhat mysterious Kamaki tribesmen.

KAMAKI, The

The tribal nation occupying the island of Kamace off southwestern Hârn. These tribesmen raise sheep, goats, and ponies, and are just beginning to make their first attempts at agriculture. They are probably related to the Adaenum of Anfla, but another distinct (possibly non-Hârnic) strain is present. There are approximately 15 tribes, few exceeding 100 in number.

KAMERAND

The smallest of the three continents of Kethira. Its existence is unknown to Hârnians; it lies far to the southwest across the wide Haonic Ocean.

KAMIL

The bleak city where the god Naveh resides. The streets are silent and night eternal reigns.

KAND, House of

The ruling house of the Kingdom of Kanday, also known as the Kandian Dynasty, which has ruled this kingdom since its foundation in 589.

KAND, Isle of [C2+]

An island in the Afarezirs.

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KANDAY [E8+]

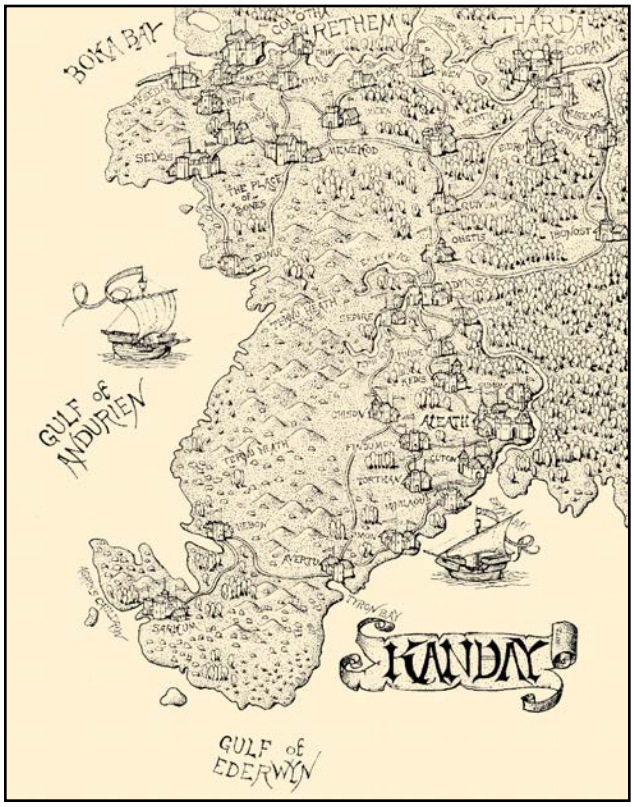
A woodland region in the southwest of Hârn and the name of the kingdom located there.

KANDAY, Kingdom of

A feudal kingdom in southwestern Hârn. Founded in 589 after the collapse of the despotic Theocracy of Tekhos, Kanday is ruled by King Andasin IV from his seat at Dyrisa. The city of Aleath, a chartered freetown, is the largest settlement. The eight monarchs who have ruled Kanday are:

Andasin I	589–627	Andasin III	676–690
Andasin II	627–654	Eriel	690–694
Ashenan	654–659	Mirelael	694–707
Arelora	659–676	Andasin IV	707–present

Kanday has a tradition of enlightened and peaceful government, but foreign relations are another matter. The kingdom has been involved in three major wars over the past 60 years, mainly because her liberal imperial policies are in direct conflict with Rethem and Tharda. The king dislikes war but has been unable to halt the ongoing bloody skirmishes between the orders of the Checkered Shield and the Copper Hook along the Rethemi border. This conflict represents the aftermath of Ezar's War (682–97), when Kanday defeated Rethem and seized significant territory from the Agrikan order. The coming to power in Rethem of Chafin III may herald the eventual onset of another full-scale war with Kanday. To complicate matters, Kanday recently suffered defeat during the Kuseme War (712–713) at the hands of the Thardic Republic. Andasin's greatest fear is an alliance between his two northern rivals.



The following is a list of major fiefs in Kanday, showing the royal domain of King Andasin and the holdings of the three tenants-in-chief.

FIEF	HOLDER	FIEF	HOLDER
Dyrisa	**King Andasin IV**	**Heroth**	**Earl Cassean**
Avertu	(Sheriff of Selion)	Ewen	(Constable)
Chison	(Sheriff of Urien)	Findumon	Baron Seben
Edino	(Sheriff of Daen)	Sepire	Baron Terhune
Ibonost	(Constable)	Sumon	Baron Udanel
Imiden	(Sheriff of Peris)	**Sarkum**	**Earl Milaka**
Kedis	(Sheriff of Eryna)	Cuton	Baron Elcher
Menekod	Checkered Shield	Gimon	Baron Jevasa
Minilaous	Baron Pesirias	Hebon	(Constable)
Ohetis	Baron Julor	**Selvos**	**Earl Chahryn**
Pinide	Baron Tertimas	Dunir	Baron Xelados
Quivum	(Sheriff of Norea)	Zerien	Baron Irien
Torthan	(Sheriff of Toren)	**Aleath**	**Freetown**

KAREJIA

A region of the eastern Venarian Sea, a realm of many islands whose swarthy folk are known for their great trading ships.

KARGELE

The Kargele plant, commonly known as Red Maiden, grows in woodland clearings. It is used in the production of several healing drugs and is in great demand by the Order of the Balm of Joy.

KARNIS of Coranan

The third autarch (650–657) of the Thardic League. Karnis was the first autarch to hail from Coranan. Since his two predecessors had largely taken care of external threats to the League, Karnis decided to create his own problems to keep him and the Autarch's Guard busy. In 654, he invaded Kom, a wild and independent state, and annexed it for the League. This produced something of a crisis. Shiran demanded control of the new territory by right of proximity and tradition (Shiran had ruled Kom during the Corani Empire), but Coranan objected most strongly. A compromise was reached by which Kom became a province, held by the autarch on behalf of both republics equally. When Karnis retired in 657, he was appointed governor of Kom.

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KARVETH Islands [E3+]

A small archipelago in the Sea of Tirpal off the coast of Equeth. The islands infrequently serve as shelter for itinerant Orbaalese seafarers. The islands have no permanent settlements.

KARVETH Castle [M10]

Realm: Melderyn **Holder:** Earl of Karveth
Population: 620 **Liege:** King of Melderyn

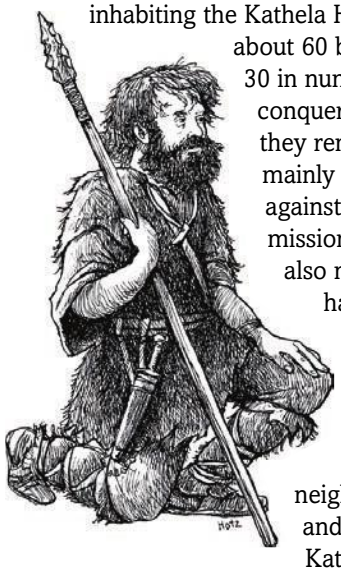
The principal seat of Earl Jannys Avona, 43. Karveth is an old site that dates from about 1200 BT. It was once the seat of the King of Kanar, before the foundation of the Kingdom of Melderyn. The present earl was married to the youngest sister of King Chunel until her death during childbirth in 703. He has never remarried and has only one legitimate son, Denyl. The earl enjoys sailing the dangerous waters of the Indatha Straits in a small boat.

KASEROAS

A semi-legendary paladin of Larani who only fought for worthy causes. After a long and distinguished career, Kaseroas and his band were destroyed by trickery perpetrated by an Agrikan fighting order. The Token of Kaseroas is an enchanted amulet wherewith it is possible to summon Kaseroas and his band back from the dead to fight for a worthy cause.

KATH, The

A loose federation of wild and primitive tribes inhabiting the Kathela Hills in eastern Hârn. There are about 60 bands, few of which exceed 30 in number. Kaldor has sought to conquer the Kath several times but they remain untamed, surviving mainly by employing guerrilla tactics against overburdened knights. Several missionaries of various faiths have also met violent death at their hands, usually bound to a tree and pierced by a dozen or more arrows, the favorite Kath mode of execution. The Kath sometimes trade with their more civilized neighbors but they are likely to rob and kill small bands of travelers. Kath women are very attractive and fond of drawing amorous intruders into ambush.



KATHELA HILLS [J5+]

A hilly, forested spur of the Felsha Mountains. The name originates from the native Kath tribesmen who still control the region. Small gangs of adventurous, hungry gargun from the Felsha Mountains often wander the hills during winter. The Salt Route traverses the southern fringes of the hills. Kathela is claimed by the Kingdom of Kaldor as part of an area the king calls Chelmarch. King Torastra of Kaldor fought a campaign here in 689, seeking to establish control of the region, but Kathela is still largely untamed.

KEBOTH Island [I8+]

An island in the Gulf of Chakro. Relatively flat and amply endowed with forest and woodland, Keboth is frequently visited by the Sindarin of the Shava Forest. It is deemed to be part of the Kingdom of Evael but has no permanent inhabitants.

KEDIS Keep [E8]

Realm: Kanday **Holder:** Sheriff of Eryna
Population: 375 **Liege:** King of Kanday

Kedis was built in 368 to guard the northern approach to Aleath. The Sheriff of Erynashire is Ranald Milaka, Earl of Sarkum and father of the king. The earl finds Kedis to be conveniently close to the centers of power and spends most of his time here.

KEEP

A fortified structure characterized by a 3–6 story stone central tower, usually surrounded by a stone battlemented wall without supplementary towers except for some sort of gate house. The wall will enclose outbuildings and will often be surrounded by a moat, ditch, and/or earthworks. Keeps are found in regions of frequent unrest, now or in the past. Due to the expense of their construction, keeps are usually the centers of fairly rich fiefs held by barons or earls. Since they give the ability to hold off almost any enemy for some time, their construction is usually limited by law and a charter must be obtained from the sovereign to build one.

KEIREN Castle [H1]

Realm: Orbaal **Holder:** Clan Galbart
Population: 820 **Tribute:** King of Orbaal

Built by the Jarin in 518, Keiren was captured by the Ivinians in 664. The original keep was upgraded into a castle in 698. Pjersi Galbart, 31, is heavily influenced by his younger and cleverer brother, Raalir, who will most likely arrange to succeed him if he can gather sufficient support in the thrangaad. Keiren receives tribute from the lords of Hjael, Teryff, and Utera.

KELAPYN-ANUZ

The easternmost major outpost of the empire of Lothrim, it was sacked in 121. The Kephrians founded the city of Tashal on the site around 128.

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KELARK, the Plough

A non-zodiacal constellation of the northern sky.

KELEN

The third month of Tuzyn Reckoning, thought to be named for Kelestia. Kelen is the last month of spring.

KELESTIA

The name used among the learned of Hârn to describe the "cosmic all," or everything that exists. Kelestia is believed to be comprised of an infinite number of quasi-parallel universes. Under this model, all possible worlds can exist. Worlds of similar culture, environment, and evolution form "families of proximity" in the "Nth" dimension, between which travel is easiest. The Earthmasters were able to cross the Nth dimension utilizing teleportal gates like the so-called "Godstones" found on Hârn.

KELTAN (Main Gauche)

A dagger with a forward-thrusting guard designed to catch an opponent's blade. The keltan is usually a secondary weapon, useful for holding an opponent's sword or for delivering a riposte. It is relatively rare because the weight of most primary weapons makes it dangerous to use and because it requires great skill to be effective.

KELZRAH (Jazerant)

The Azeryani name for a hauberk or habergeon made of scale armour.

KEMLAR the Guide

The central figure of Kuboran, Equani, and Urdu "history" and the central figure of the Kuboran holy trinity that includes Heneryne and Crador. It was Kemlar who led the tribes to their present ranges from somewhere in eastern Hârn. Kemlar is believed to be buried at Kustan.

KEPHRIA, Kingdom of

The state founded in 128 by Shala around the city of Tashal. Kephria suffered terribly in the Migration Wars and lost all of its lands west of the Kald. When Torbet died fighting the Kath in 187, Medrik I of Serelind (later Kaldor) seized the kingdom. Torbet's heirs were still children; after surrendering their rights, they were well cared for but never allowed to marry. The three kings of Kephria were:

Shala	128–145
Parogar	145–162
Torbet	162–187

KEREVA Island [K1]

The largest island in the Balaka archipelago off the northeast coast of Orbaal. The lords of Kjen and Thoen rule the island but pay tribute to the Lord of Sherwyn.

KERON, Isle of [N5+]

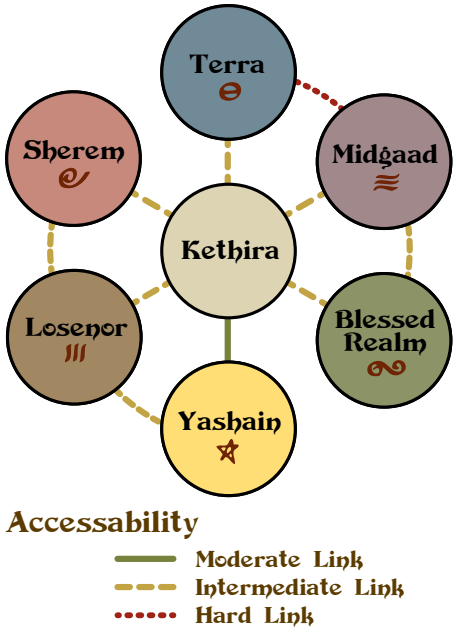
A forested, hilly island 15 leagues off Hârn's east coast. This was an Ivinian colony from 704 to 707 but is now the home of a few wild tribesmen. The natural harbor of Balhafen lies at the mouth of an unnamed river that drains the "bottomless" Keron Lake. The island is said to be haunted by the souls of the Ivinian colonists who perished in a severe storm in 707.

KETHIRA

Kethira is the planet on which Hârn is located; it is the second of five planets of the star Nolomar. Kethira orbits its sun at an average distance of 108,000,000 statute miles or 173,000,000 kilometers (by earthly measure). It has an orbital year of 360 days and rotates once on its axis (21 degree inclined) every 24 hours. The planet has a diameter of approximately 7,100 miles (11,500 Km) and one moon called Yael. Kethira is predominantly a water planet but has two large polar icecaps and three continental land masses: Lythia, Mernat, and Kamerand (largest to smallest). All three are inhabited by men and kindred species.

KETHRIAN FAMILY

A group of seven worlds, in seven universes, arranged with Kethira at its center. The worlds of the family are Kethira, Terra, Midgaad, Blessed Realm, Yashain, Losenor, and Sherem.



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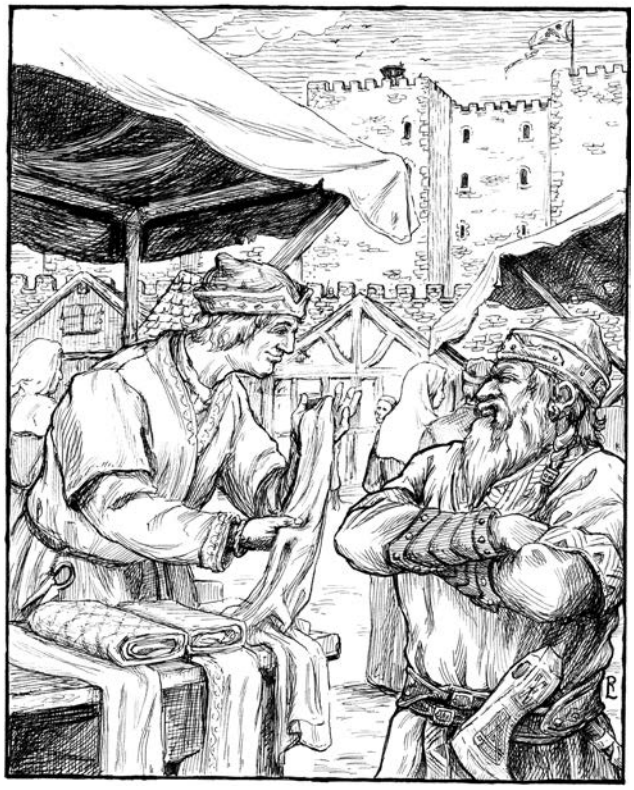
KHAMAR (see Duel of Khamar)

KHUZDUL, The

The dwarves of Hârn are as materialistic as the Sindarin are spiritual. They bear a superficial resemblance to humans but average under five feet in height. They are stocky and possess strength out of proportion to their size. As a group, they tend to be secretive, acquisitive, jealous, stubborn, and very clannish. But they are also polite and have a strong sense of racial and personal honor. Dwarves may live 200–300 years. In that span, they will rarely, if ever, forget friend or foe.

Khuzan males outnumber females by about three to one. Outsiders find it hard to tell the sexes apart, but rarely see the females anyway. Polyandry is uncommon, so most males never marry. In any case, the Khuzdul, like the Sindarin, are not particularly fertile.

The Khuzdul prefer to dwell underground. During the Codominium, Hârn boasted several sizable Khuzan settlements. Today, almost all of Hârn's dwarves reside at Azadmere in the Sorkin Mountains. The location of lost Khuzan towns are unknown with the exception of Kiraz, which was abandoned 600 years ago. Azadmere is governed by the royal Clan Tarazakh, whose present head is King Hazmadul III. There also are two large retainer clans, Kuhrdin and Hurenfal, who supply the bulk of the Khuzan army, the Royal Guard.



Almost uniquely, the Khuzdul combine heavy armour with heavy weapons, a battleaxe or broadsword being most common; their superior strength permits this unusual mix. The Khuzan super-heavy foot (dwarves never fight mounted) is highly regarded. However, all Khuzan males have some skill in arms and most can, in a pinch, serve in a military capacity.

Unlike other subterranean dwellers, the Khuzdul maintain spacious, clean, and well-lit underground abodes. The few outsiders who have seen the inner halls of Azadmere have never forgotten their majesty. The Khuzdul are unrivaled masons and their architecture utilizes the natural beauty of the living rock from which it is hewn. Most Khuzan clans specialize in a craft such as weaponcrafting, mining, or smithing, skills in which they are supremely competent, having a natural affinity for such things. Dwarves are buried in stone where possible and their embalmers are master masons. If necessary, they will cremate their dead in preference to burial in earth.

The Khuzdul will not teach their language to outsiders. When they trade with others, they will speak only the language of their customers. They do not enjoy agriculture, preferring to obtain foodstuffs through the trade of their finely wrought artifacts. The cropland and pastures around Azadmere are worked by humans who, while acknowledging the rule of Hazmadul III, are accorded a large degree of independence. Additional foodstuffs are imported from Kaldor. The Khuzdul are master traders and drive hard bargains.

The Khuzdul are not fond of the Sindarin, who they believe betrayed them during the Atani Wars and failed to assist them during the Tyranny of Lothrim. The Khuzdul have long memories. They will kill gargun on sight; since Azadmere is surrounded by gargun tribes, there is constant skirmishing. The Khuzdul tend to treat humans with polite coolness but presenting the head of a gargun to a dwarf is likely to meet with a favorable response. A few Khuzdul have settled outside Azadmere for trade and profit but are often the butt of human jokes and prejudice. They cannot be subjugated; it is said that a dwarf enslaved will wither and die within a few months.

KIB, Isle of [D2]

An island in the Afarezirs.

KIBAN Castle [K5]

Realm: Kaldor **Holder:** Earl of Balim
Population: 2,730 **Liege:** King of Kaldor

The second largest settlement in the Kingdom of Kaldor, Kiban dominates the trade of eastern Kaldor and is a center of trade with Azadmere. Built as a stone keep around 300, the castle was constructed between 605

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and 653. Less than 25 years ago, Kiban was only a small market town with an impressive fortification. In 703, the previous Earl of Balim obtained a charter from King Miginath to wall the settlement. The wall is still under construction but is expected to be finished in 723. Troda Dariune, the current Earl of Balim, is also Chancellor of the Exchequer and a cousin of the king. An intelligent, good-humored man, Troda, 47, has a strong claim to the throne should he choose to press it. Traditionally, he and his clan have been strong supporters of the royal clan.

KIRAZ [F4]

An ancient Khuzan underground city founded more than 7,000 years ago. It was abandoned 600 years ago after Lothrim the Foulspawner pillaged and looted the city, slaying all female inhabitants in an event known as the Carnage of Kiraz. This tragedy was soon avenged by the Khuzdul at the Battle of Sirion after Kiraz was recaptured by the dwarves. Unable to live within "blood-soaked walls," the Khuzdul sealed its spacious halls with enchantment and good stone and abandoned the site in favor of Azadmere. Today, gloom hangs like a shroud about her haunted ruins. When a Khuzdul thinks of Kiraz, he thinks of bright halls where Khuzan kings lived amid fine gems and precious metals, resplendent tapestries and sculpture, wealth beyond even the ambition of any human king. Many adventurers have sought what remains of this great treasure. None have advertised success. Most were never seen again. (See USHET.)

KITE SHIELD

A chivalric shield with a long tapered navel point. They are somewhat heavy but offer superior protection to the legs, especially for mounted warriors. The kite shield is made of wood, often several layers, generally faced with metal or leather plate.

KITHYL

Kithyl is a tall grass that thrives in the duneland and other seashore soils of southern Hârn. It has medicinal and other uses.

KJEN Keep [K1]

Realm: Orbaal **Holder:** Clan Ekkart
Population: 285 **Tribute:** Sherwyn

Built in 633 by the Jarin, Kjen was captured by the Ivinians in 659. Avaarl Ekkart, 56, loves the sea and hates clan Sherwyn. He is scheming with the Mordauks of Thoen to rebel against their mutual overlord and has offered tribute to the Serewyns of Marby for their support.

KJENFJORD [I1]

An Orbaalese fjord some 20 leagues in length. Its seaward entrance is guarded by reefs and by Zuden Castle.

KLYSS

The demon lord of the Gulmorvrin and chief servant of Morgath.

KNEECOP

Armour for the knee, usually of plate or kurbul.

KNIGHT

The lowest rank of the nobility. Although knighthood is not hereditary, most knights are born to the station, being the sons of (at least) knights themselves. Nevertheless, anyone may theoretically be knighted. The training for knighthood (apprentice knights are called squires) may be undertaken in a noble household at the invitation of the head thereof. Boys will usually begin training around the age of 12, getting a general education and learning the "knightly virtues," skill at arms, and heraldry. If the training goes well, and the squire satisfies his "master of squires," he may be knighted around the age of 21. Any knight may create other knights as he deems fit, but most have to work their way up through squirehood, which is almost the only way to gain the necessary skills of horsemanship. It is customary to provide the new knight with a horse and full war gear, the considerable expense of which tends to deter most who could legally grant the rank from doing so. Most knighthoods are granted by knights who are also wealthy fiefholders. The quality of training received by a squire will vary according to the wealth of the household where he receives his training. The number of knights far exceeds the number that can be enfoeffed (granted fiefs); some knights will inherit or marry into land, but most will spend their careers as Knights Bachelor.

KNIGHT-BACHELOR

A knight who lacks the land to support himself and is therefore forced to seek employment. It is the principal ambition of such men that they be enfoeffed by some greater noble; most will never fulfill this ambition.

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Knights-Bachelor may find sustenance as the retainers of great land-holding nobles, within the ranks of fighting orders, or (gods forbid) by adventuring.

KNIGHT'S FEE

A grant of land in exchange for which the services of a mounted knight must be provided. Such grants, or enfoeffments, are not necessarily made to knights since scutage (sufficient funds to hire a replacement) may be substituted for actual service. Grants of half a knight's fee or less are not uncommon. Each grant of land in exchange for service (or scutage) is an individual bargain between liege and tenant.

KNIGHT SHIELD

Evolved from the kite shield, the average knight shield is 24 inches wide and 36 inches long. Although it offers less protection than the kite, it has become more popular, partly because it is better proportioned for bearing heraldic devices and partly because it is lighter and therefore faster to employ.

KOBAR the Eternal

The seventh monarch (394–437) of the Corani Empire. This son of Malian came to the throne at age 23 and reigned for 43 years. Kobar was a superb administrator, responsible for building good paved roads between the empire's cities and towns, introducing official coinage, and generally promoting trade, commerce, and good government. The population of Tharda doubled during his reign. When Kobar died, he left a flourishing empire seemingly destined to rule all of Hârn.

KOBAR Bridge

The bridge that crosses the Thard River from Coranan to Kuseme. Built in 405 but repaired many times since, the bridge is the only crossing of the Thard between Golotha and Shiran. The bridge has a wooden deck supported on stone piers. A working drawbridge opens up one span to allow river traffic to pass and has also served in the past as a defensive barrier. The Kobar Bridge is the longest and widest on Hârn.

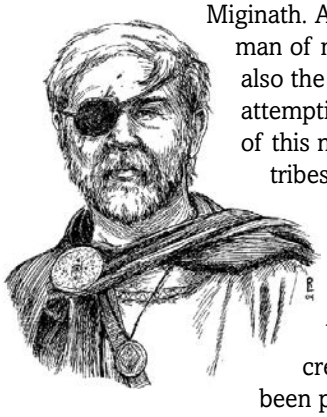
KOBEO, Cape [B5]

A low-lying forested headland on the west coast of Peran. The cape is inhabited by the Kubora nation.

KOBING Keep [K6]

Realm: Kaldor **Holder:** Baron Firith
Population: 345 **Liege:** King of Kaldor

The most southerly keep of the Kingdom of Kaldor, built in 428 by Aidrik IV. Orsin Firith is a nephew of the king and has a claim to the throne through his mother, Lenera (656–719), who was the eldest sister of King Miginath. An energetic and ambitious man of middle years, the baron is also the Warden of Oselmarch and is attempting to secure the hegemony of this march against the Pagaelin tribesmen and the Kingdom of Chybisa. Firith sees the establishment of a keep at Oselbridge as a major step to controlling the region, but several requests for a crenellation charter have so far been politely declined.



KOGEN Peninsula [H1]

A mountainous, fjord-indented peninsula of northern Orbaal.

KOLORN Keep [J5]

Realm: Kaldor **Holder:** Baron Bastune
Population: 360 **Liege:** Earl of Minarsas

A barony held from Earl Caldeth of Vemion, whose principal seat is at Minarsas. The keep was originally built in 160 on the ruins of an earlier Jarin fortress and rebuilt in 530. The baron is a wenching degenerate. Fortunately, his eldest son, Sir Lyndar Bastune, 24, is a conscientious administrator.

KOM [F6+]

A hilly and forested region on the western shore of Lake Benath, situated north of the Pech River and south of the Rayesha Mountains. The region is noted for its iron mines at Hikun. Most of the region lies within Kom Province of the Thardic Republic.

KOM Province

One of six provinces of the Thardic Republic, with the provincial capital at Parnan. The marshal is Xeldon of Clan Pesed and the magistrate's post has, since Ilvin 719, been haggled over in the senate.

KORAD the Fool

The thirteenth monarch (512–528) of the Corani Empire. This son of Mindrithar was quite mad. Although he was 27 when he inherited the throne, he had the mental capacity of a 10 year old due to a birth defect. He was accepted as the new emperor, however, because the Corani nobility thought it would be just fine to have a pliable moron on the throne so they could win back some of the powers his father had taken from them. Korad spent most of his reign issuing a series of juvenile edicts that were promptly forgotten. His reign would have been

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harmless except that a series of disasters, including the Great Flood of 521, battered the empire and caused great hardship. Most sages today point to Korad's rule as the start of the decline of the Corani Empire.

KOREGO [H6]

A settlement of Gargu-hyeka in the southern Felsha Mountains. Gargun from this complex are frequently active along the Salt Route in Athul and constantly raid the human Tulwyn tribes to the south.

KOROB, King of Elorinar

The third and last king of Elorinar. The invading Bujoc slaughtered every army that Korob could raise after his father's death at Laket in 218. In a last desperate attempt to save his people, Korob proclaimed his fealty to Shelir I of Melderyn. Shelir pacified the Bujoc through negotiation and Elorinar has been part of Melderyn ever since.

KORRI Abbey [D9]

Realm: Kanday **Holder:** Rekela of Ternula
Population: 195 **From:** Serekela of Kanday

Korri is the seat of the Rekela (bishop) of Ternula, the least wealthy Laranian diocese in Kanday. The abbey was built in 608 but was looted during the occupation of Sarkum by the Rethemi during Ezar's War; many of its artifacts were lost. Rekela Carlen Milaka has used his family connections to finance and commence construction of a large cathedral at Korri.

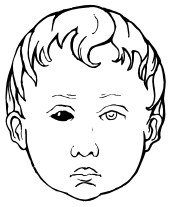
KRAMEN, Cape [I1]

The stormy and most northern extremity of Hârn. Few mariners other than the fearless Ivinians of Orbaal navigate the adjacent waters.

KRAST, the Flail

A non-zodiacal constellation of the northern sky.

KRASULA, the Hunter of Sleep

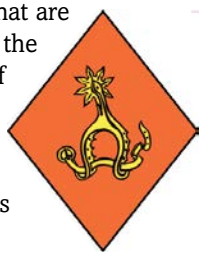


The servant of Naveh who delivers nightmares. He commonly appears as a human child with one eye of palest blue and the other of deepest black.

KUBORA, The

The powerful tribal nation of Peran, a densely forested region of northwest Hârn. The Kubora are of Jarin stock. Led by Arlun the Barbarian, they conquered northwest Tharda and founded the Kingdom of Rethem in 635. Later, when Arlun died, their federation collapsed and the Kubora withdrew once again to Peran. The Kubora have 26 tribes ranging in size from 240 to 1,200 people. They wear heavy hides of bear and wolf as well as woven fabrics that they make and trade for. They deem women inferior but treat them well. Their main export is the wild beasts, mostly bear, wild cats, and wolf, shipped to Tharda down the Scarlet Ribbon for the Pamesani Games. Some Kubora find employment in the Pamesani arenas as gladiators and beast handlers, or as mercenaries in Rethem and elsewhere. Some are kidnapped by slavers, who value their fierce strength.

KUKSHIN, Order of the



One of two Agrikan clerical orders that are restricted to women. The order sponsors the unique female fighting order, the Order of the Crimson Dancer. Both orders are of Rethemi origin but now conduct most of their business in Orbaal, having been banished from Rethem in 701. The order's primary temple is located at Quimen.

KURBUL

Armour plate made by processing leather. Ideally, kurbul is light, flexible, and very tough, It varies considerably in quality.

KUSEM, King

The second monarch (318–333) of the Corani Empire. Kusem, the eldest son of Corthir, consolidated the kingdom founded by his father. New fortifications were built and fiefs were handed out to trusted relatives. Toward the end of his reign, Kusem conquered new lands east to present-day Telen but died under mysterious circumstances while seeking to expand the kingdom northwards.

KUSEME Castle [E7]

Realm: Tharda **Holder:** Eidel Legion (5c)
Population: 2,370 **From:** Thardic Senate

The capital of Eidel Province, located on the south bank of the Thard River and linked to Coranan by the Kobar Bridge. The site was originally fortified some 400 years ago by Corthir, founder of the Corani Empire. The castle was seized by Kanday during the Five-Year War (661–66) and was the seat of the Earl of Kuseme until 712, when it was ceded to the Republic as part of the peace treaty that ended the recent (712–13) Kuseme War. The fortress is garrisoned by five of the Eidel Legion's 12 companies, which is commanded by Marshal Kronas

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Elernin, a brilliant and ambitious soldier who led the victorious Thardic army in the Kuseme War. He has the unique distinction of also being magistrate of the province and is a favorite of a powerful imperialist faction in the Thardic Senate.

KUSTAN [C4]

Kustan was originally established in 414 as an outpost of the Corani Empire. The fort fell to the local Kubora tribes in 477 and since then has served as a tribal moot place. The fort is now in disrepair. Many of the Kubora consider the site sacred, regarding it as a symbol of their proud, independent heritage. Kustan is surrounded by many barrows, mostly tombs of Kuboran chieftains.

KUZA Point [M3]

A promontory in the Sea of Ivae east of Azadmere, named by/for the Khuzdul.

KYG Keep [K5]

Realm: Kaldor **Holder:** Constable
Population: 340 **Liege:** Earl of Kiban

A keep in Vemionshire held by a constable for Earl Dariune of Kiban. The site was a Jarin hill fort in the first century TR and later became a keep, although the date of this construction is now lost. The keep is currently under repair. Sir Danyes Bernan, a knight in his early 40s, was appointed constable in 719. He is a corrupt and thieving administrator, although this is not known to the earl.

KYN-ASSARD

A semi-legendary sword in the possession of King Hazmadul of Azadmere, believed to be of Earthmaster origin. The sword is of "marvelous potence" and several generations of Hazmadul's kith and kin have been driven mad in their attempts to duplicate it. Since the Khuzdul are Hârn's finest weaponcrafters, its powers must be great indeed.

LADO, the Galley

The twelfth constellation (Morgat 2nd–Nuzyael 3rd) of the Kethiran zodiac, located in the northern sky.

Lado symbolizes returning, a completion of the Pvaric cycle. Made from Ulandus, the product of the land upon the sea, seeking land again after a long and difficult journey. In this sense, Lado is symbolic of fulfillment. In the depths of winter lies the seed that will thrust forth in spring, bloom in summer, and perish in autumn. In winter it sleeps, but this is merely a stage, the last act before the circle is drawn. The sea is peril and death, but Lado floats upon it; even if the ship is wrecked, its parts will not be sucked into the depths. This is symbolic of one version of eternal aura or soul. Just as important is the manner of Lado's survival. The ship does not oppose the sea, it attempts to harmonize and unify the elements. It yields and triumphs.

Those born under Lado harmonize with their surroundings, seek to compromise and are tolerant of other viewpoints. They are brave but also have a firm grasp of reality and are able to stay afloat or sink with equanimity. It is difficult to defeat a Ladoan; he will seem to sink, but rise again. He will yield rather than perish and in this way he may rise again.

LADY OF PALADINS, Order of the

A fighting order of the Church of Larani, sponsored by the clerical Order of the Spear of Shattered Sorrow. Both orders limit their activities to eastern Hârn. The fighting order holds Cundras and Fosumo in Melderyn. Knights of the order are currently engaged in the subjugation of Solora and crusading patrols are often found there. The excessive zeal of some knights in carrying out this task has created considerable opposition within the Church and from powerful lay members such as the Earl of Biren.

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LAHR-DARIN

The mythical lost city of the Earthmasters, said to be located within some mountain on Hârn. Often the object of fruitless search, the site is believed to be fully functional and to contain all manner of wonders.

LAKET Keep [L8]

Realm: Melderyn **Holder:** Warden of Dyriamarch
Population: 270 **Liege:** Earl of Elorin

Laket was built in 178 by Nathwic, the first king of Elorinar, to guard the Anadel passes. It was sacked and burned by the Bujoc in 218 and King Janakor perished in the battle. The keep was rebuilt in 274 and the fortifications were improved in 562. Laket was formerly part of Elorinshire. In 691, the Earl of Elorin made Laket the headquarters of Dyriamarch, a vast area of wilderness that includes most of Horadir and the southern Anadel highlands. Since this area includes the range of the Hodiri tribesmen, the warden's control is extremely tenuous. The present warden is Barryn Alaga, the eldest son and heir of the Earl of Elorin.

LAKETTA, Emperor

The eighth monarch (437–443) of the Corani Empire, Laketta was the son of Kobar and, after several decades as crown prince, he was little interested in affairs of state when he inherited the throne. Most of his reign was spent indulging his expensive tastes in women and entertainment. He numbered among his possessions a menagerie of rare birds and animals imported from Lythia and a thousand female pleasure slaves. He died after a six-year reign, worn out, it was said, by sexual excess. He was unmarried and left no legitimate heir.

LAKISE

The script brought to Hârn after the Codominium by human settlers from Lythia. Lakise is the principal form of writing on Hârn today and remains almost identical to that still used in western Lythia.

LANCE

A long, light spear designed for use on horseback. It is an essential weapon for any knight. Lythian lances generally are 8–10 feet in length and balanced for one-handed use. They are almost exclusively used in mounted charges, for which they are supreme. They can be something of a liability in a skirmish and are often discarded. A special type is used for jousting. The jousting pole is longer (10–12 feet) and generally has a padded point and a flared hand and arm guard called a vamplate. These weapons are designed primarily to unhorse opponents, but injury, especially from being unhorsed, is common. Most knights have skill with the lance.

LANGLAH (The Gray Ooze)

A variety of z'hura that changes its color for camouflage and is very hard to see. There are several varieties, most of which grow a light crust when dormant. Breaching the crust will activate the langlah.

LANGUAGES

The Sindarin, Khuzdul, and gargun each speak their own languages (Sindar, Khuzan, and gargun respectively). Some Ivashu also speak their own language. See Scripts. Human languages on Hârn are:

Hârnic: The language, in one dialect or another, spoken by the majority of Hârnians.

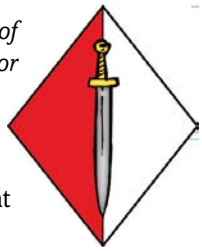
Orbaalese: The language spoken in Orbaal, Orbaalese is a mixture of Ivinian, Hârnic, and Jarinese. Most Ivinians speak their own language (Ivinian) to each other.

Jarinese: An almost dead language formerly used by the early Jarin settlers to Hârn. Modern dialects of Jarinese are spoken by some tribes and by some stubborn Jarin.

LARANE

The fifth month of the Tuzyn Reckoning calender, named after the goddess Larani. Larane is the midsummer month.

LARANI



"Lady of the Flowing Red, Guardian of Dolithor, Shield Maiden to Hyvrik, Protector of the Brave, The Unwilling Warrior, The Lady of Paladins."

Larani is the deity of chivalry, the good goddess of battle and the reluctant warrior. Said to dwell in the "Land of the Mighty" in the fortress of Dolithor, she periodically leaves the guardianship of her kingdom to her constable, Mendiz, to walk among men. Those who follow Larani are expected to display courage, compassion, and unimpeachable honor. Hence, Larani is the lady of chivalrous knights. Although combat for the sake of honor is permitted, as is tilting according to the rules, serious or mortal combat is to be indulged in with reluctance. Her loyal adherents are loath to take life if there is an honorable alternative. Almost all of Larani's

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lay adherents and many of her clerics are warriors of some ability. On rare occasions, Larani loses her patience and appears to men as the terrible "Lady of the Flowing Red." In this guise, she bears her awesome ancient symbols: Avarkiel, her mighty battlesword; Hyvrik, her red and white checkered shield; and Angcaradina, her blood-red mail.

The pontiff of the Church of Larani is the abbot or abbess of Tengela in Trierzon; he or she is also a powerful secular lord. The seat of the Laranian primate of Hârn is in Thay. On Hârn, two principal clerical orders worship Larani, each of which sponsors its own lay fighting order. There is no real philosophical difference between the orders; they exist partly to provide a degree of competition for honor in time of peace and partly for geographical reasons. The orders are:

Clerical Order	Fighting Order
Order of Hyvrik	The Checkered Shield
Spear of Shattered Sorrow	The Lady of Paladins

The orders of Hyvrik and the Checkered Shield confine their activities to western Hârn, Spear of Shattered Sorrow and Lady of Paladins to the east. The ritual garb of the clerics varies according to circumstance and need, but the favored colors are red and white.

TITLES IN THE LARANIAN CHURCH	
Sebrath	Pontiff
Lirrath	Primate
Serekela	Archbishop
Rekela	Bishop
Serolan	High Priest
Matakea	Temple Priest
Ashesa	Acolyte
Turintesa	Clerical Order Grandmaster
Chabla	Fighting Order Grandmaster
Reblena	Commander
Melana	Knight
Erana	Wandering Knight
Meken	Soldier

LAVARYCTIA

Also known as Purple Beard, this grass is commonly found in damp soil along forest streams and rivers, particularly near waterfalls. The leaves and burrs are used medicinally for their soporific qualities.

LEAGUE

The English translation of the Hârnic word "Lhrdu," a unit of linear measure roughly equal to 4 kilometers or 2.5 statute miles. The original word seems to have been derived from the Khuzan term "Luzhain," the distance to the horizon. The Hârnic league is the most commonly used measure of distance on Hârn.

LEDYNE Abbey [K5]

Realm: Kaldor **Holder:** Rekela of Pagostra
Population: 255 **From:** Serekela of Kaldor

Ledyne is the seat of the Rekela (bishop) of the Laranian diocese of Pagostra in Kaldor. Rekela Cerdan Bantire, who was appointed last spring, is a renowned scholar and historian.

LEGGINGS

Flexible armour that covers the hips, groin, thighs, knees, calves, and feet. Common materials are cloth, leather, quilt, scale, and mail. Wealthy feudal lords often wear mail over quilt leggings. Mail leggings are called chausses.

LEGION

A form of military organization used only in the Thardic Republic. Each of the six Thardic provinces has its own legion under the command of a marshal and comprising a varying number of cohorts (theoretically four) ranging from two to six. Each cohort has a paper strength of 400 men (20 companies of 20 men), but only one exceeds half strength and most have less than one-quarter strength. On a war footing, a legion of four cohorts could muster 1,600 men, including reservists and volunteers. The legions are responsible for maintaining order within the provinces and for defense. All keeps and castles in each Thardic province are held and garrisoned by units of its legion. The actual company strengths are noted in each appropriate castle/keep entry, but only one-half to one-third of these are actually based there, the balance being distributed in small legion forts scattered throughout the military district. No other Hârnic realm is organized in this manner, but rely instead on an *ad hoc* feudal levy to raise military forces as needed.

LENEDSHIRE

A shire in the mainland possessions of Melderyn. Shire moots are at Cupeth, held for the king by the Sheriff of Lened.

LEORTEVALD

Commonly called the corpse plant because of its odor of decay, leortevald is usually found in deep shade in forests. The plant produces a very dangerous poison.

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LEPRAL of Telen

The second autarch (643–650) of the Thardic League. The choice of Lepral as the second autarch established a tradition: he was the commander of the Autarch's Guard and all subsequent autarchs were chosen in this way. Since every autarch had the sole right to appoint officers to the guard, he had, in effect, the right to chose his successor. Lepral made important contributions to peace within the League by exterminating several large bands of outlaws within it.

LERENIL Keep [K7]

Realm: Chybisa **Holder:** Baron Legith
Population: 200 **Liege:** King of Chybisa

The seat of Salagys Legith, a loyal supporter of the Chybisan crown. He is a skillful politician and perhaps the most powerful noble in Chybisa. His eldest son, Rithalyr, is a member of the king's High Guard and his younger brother, Tarsyl, is the Chancellor of the Exchequer.

LERIEL Castle [H3]

Realm: Orbaal **Holder:** Clan Marwyn
Population: 770 **Tribute:** King of Orbaal

The domain of Jarin Clan Marwyn, Leriel pays reluctant tribute to King Alegar II. A keep was built here as early as 234, then expanded to the present motte and bailey castle by 563. It is the only castle in the hands of a Jarin family, largely because of its inland location, and is the focus of Jarin intrigue against their Ivinian masters. The current lord is Eamonn Marwyn, a wily, manipulative man of 63 who styles himself Prince of Leriel. The prince receives tribute from the Jarin lords of Gwaeryn and Pethwys.

Leriel is the site of the most important temple to Ilvir. The temple is run by the Order of Sudelrhynn the Bearer of Loam. The high priest of the temple, Llastefan of Trythe, is the nearest equivalent of an Ilviran primate of Hârn. The settlement's relative proximity to Misyn makes it a favorite assembly point for pilgrimages to Araka-Kalai.

LESSER GODS

The gods currently worshiped by mortal creatures, as opposed to the First Gods, who are primal forces and were never worshiped by anyone.

LETHWYN

The Jarin name for Geldeheim.

LEXIGRAPHERS' Guild

This guild has a monopoly on the manufacture and sale of vellum and parchment scrolls, quills, inks, and the like. There is no paper on Hârn. Guildsmen buy calfskin for vellum or lambskin for parchment from tanneries; both are expensive. Some lexigraphers confine their activity to the manufacture of these products, while others operate small retail outlets where writing materials, maps, and manuscripts are sold. While the Lexigraphers' Guild does not have a monopoly on the written word, many scribes are members. This is a weak guild; most Hârnians can neither read nor write.

LIA-KAVAIR

Better known as the "Thieves' Guild," the Lia-Kavair controls a host of semi-illicit activities, such as gambling and prostitution, and criminal activities such as extortion, purse-cutting, and smuggling. The guild has no official recognition but receives tacit support from powerful groups because it tends to keep crime under control. The Lia-Kavair is always interested in maintaining the status quo. Strict but unwritten rules prevent any segment of society from being over-victimized. Troublesome "unguilded" criminals quietly disappear or are betrayed to the authorities for punishment. Regional central authority is weak but a single chapter headed by one guildmaster usually dominates a given town. The guild will rarely intervene to free or defend a member who has been caught, nor would such intervention be effective with most governments. The cardinal rule is "never get caught."

LIBRAM OF THE PANTHEON, The

A tome, existing in several different versions, that describes the present beliefs of Hârnians concerning the deities of Hârn.

LIEGE

A lord (landholder) from whom land is held in exchange for feudal service.

LITIGANTS, Guild of

Litigants do not have a monopoly in legal matters, just expertise. They handle legal transactions on behalf of various clients, usually middle-class guildsmen, and are hired to argue a client's case before some court. This is a powerful urban guild and litigants often hold powerful positions in the administration of towns. However, they are rarely tolerated in rural areas, where justice is more paternalistic and the privilege of a feudal nobility. Typical prices for simple wills, deeds, and contracts are 12–36d, while court appearances are 12–48d per day depending on the litigant's expertise and past successes.

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LJARL

The code of honor advocated by the followers of Sarajin. The cardinal virtues are courage, duty, and truthfulness. The code does not seem to be rigidly adhered to since backstabbing and treachery are common.

LOBIR, King

The third monarch (333–361) of the Corani Empire. Lobir was the eldest son of Kusem and came to the throne at age 17 after the unexpected death of his father. A plot to assassinate the young king by Kusem's younger brother, Camrae, was uncovered soon after his coronation. Camrae was arrested and executed for treason. After a slow start, Lobir proved to be an able monarch. He expanded the kingdom with a series of well-planned campaigns until he ran into the Merdi, which persuaded him to halt and consolidate. Lobir was succeeded by his own brother, Raelan.

LOCKSMITHS' Guild

These guildsmen manufacture, install, and repair keys, locks, and lockboxes. Most are skilled in the workings of any intricate mechanism. They are often consulted in the design and placement of secret doors and trapdoors, which are much in vogue with the nobility.

LODGE OF A THOUSAND SOULS (see Gedan)

LODROS, King of Melderyn

The seventeenth king of Melderyn (585–639) and the first of the Toron Dynasty.

LOKIARN, the Catapult

A non-zodiacal constellation of the southern sky.

LONATAR, King of Chybisa

The eighteenth ruler of the Kingdom of Chybisa (541–559) and the fourth of the House of Burzada. Lonatar died of the Red Death.

LONGBOW

Any bow 4–6 feet high, generally the same height as the archer. The classic longbow originated in Emelrene. The preferred wood is yew, but not just any part of the tree. The bow is carefully cut from the heartwood and bodywood of a branch and is a natural composite bow. The tips are usually sheathed with horn and the string is generally made from hemp. The Emelrene longbow has amazing power and accuracy when used by skilled archers, but it takes years of training to become proficient. The effective range is 300–400 yards. A skilled longbowman can fire 5–7 arrows per minute in combat (as many as 20/minute have been seen in tournaments.

LONGKNIFE (see Vagorsereq)

LORKIN Castle [J2]

Realm: Orbaal **Holder:** Clan Geldestaar
Population: 510 **Tribute:** King of Orbaal

Lorkin commands the head of the Anoth Delta. The castle was built in 603 and captured by the Ivinians in 665. The lord of Lorkin is Taarbri Geldestaar, 34, an ugly, violent, and depraved man. He is very oppressive to his Jarin serfs. Clan Geldestaar is a junior branch of clan Geldest from Rogna. Lorkin was captured by Jarin rebels in 701 and was their symbol of resistance until 703, when the mysterious decapitation of the Jarin overlord, Gweffryn, led to the recapture of the castle by Ivinians. Periodically, Geldestaar clansmen are found headless, victims, it is said, of the "Spectre of Lorkin." Tribute is received from Arone and Shese.

LOSENOR

The "Lost World;" supposed home of the Earthmasters.

LOST GUIDE

One of the aspects of Save-K'nor.

LOST PRINCE, The (see Elos of Mestil)

LOST YEARS

The period between the departure of the Earthmasters (c.15,000 BT) and the arrival of the Sindarin on Hârn (c.10,000 BT) is called the Lost Years. No records or artifacts survive from the period. Legends describe it as "an age of dragons, noisome trolls, and fell beasts, that defy description and harm the eye. The earth so long nurtured by the careful ancients shook with fury at their departure, great floods ravaged the land and Hârn was severed from the greater land … and the ill-starred realm of Nandar-Tem sank 'neath the waves."

Of Nandar-Tem, nothing remains and almost nothing is known; scholars say it was a land between Hârn and Lythia, a "realm of great power, where wise men valued art and learning above the skills of war and politics, a land of philosophers and adepts of all the ennobling arts."

Some theologians believe that it was during this period that the god Ilvir first settled on Hârn, thereby contributing to the plethora of strange creatures abounding at the time.

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LOTHRIM the Foulspawner

The chieftain of a tribe inhabiting the Chelna Gap about 600 years ago. Unlike other leaders of this time, Lothrim was a man of some learning; some have speculated that he was a renegade or outcast Melderyni mage. Lothrim was obsessed by the mystique and powers of the Earthmasters and was forever searching for their *Penultimate Tome*. He also delved into long-forbidden branches of the arcane arts. With the powers he acquired, he was able to gain control of a tribal federation stretching between the Thard and Kald rivers. The nickname "Foulspawner" came to Lothrim from the race of humanoid creatures he bred or imported into Hârn. These foulspawn (gargun) were enlisted by Lothrim to conduct the reign of terror through which he maintained power. Lothrim came to believe that the Khuzdul of Kiraz had in their possession the *Penultimate Tome*. The tyrant met his doom when he embarked on a campaign to secure this fabled work (see Carnage of Kiraz). After his death at the Battle of Sirion, c. 120, Lothrim's tribal federation collapsed. The legacy of the Foulspawner, the gargun, remain to this day.

LOTHRIM'S JOURNAL

The collected written works of the Foulspawner. The original book may or may not exist, but there are certainly many forgeries.

LOTHRIM'S TOMB

A much-told tale recounts the fate of Lothrim the Foulspawner following his capture by the Khuzdul during the Battle of Sirion. The dwarves, as revenge for the Carnage of Kiraz, decided to bury him alive. A chamber was carved under a mountain (Mount Anegif is most often recited) and into it were cast a screaming Lothrim, his precious *Penultimate Tome*, and an honor guard of a dozen starving Foulspawn. Good stone and mortar was brought and the chamber was sealed. The location of Lothrim's Tomb and the valuable tome it may contain has been the object of much search and speculation. None have yet found it and returned to speak of it. The Khuzdul of Azadmere may know the truth but they will not speak of the Foulspawner.

LOTIN the Gray, King of Nurelia

Lotin (207–235) was the fourth and last monarch of the House of Ethelyen. He presided over his kingdom at a time when it was facing the last years of the Migration Wars. His son, Brant II, never succeeded to the throne, as Lotin's death was followed by a baronial revolt that gave the crown to Kalabin of Kaldor in 236.

LOWER OSEL [J6]

A relatively flat and wooded region encompassing the lower plain of the Osel River. This territory is the northern half of the range of the Pagaelin tribesmen but is claimed by the kings of both Chybisa and Kaldor.

LUCRAIN [H4]

A cave complex in the eastern Rayesha Mountains, inhabited by Gargu-kyani.

LURISHI (The Yellow Mold)

The generic name for several species of fungus ranging in color from brown to yellow. Different varieties may be found in woodland, on rock faces, and in well-shaded damp areas. The lurishi grows a delicate crust that may rupture if touched or even if there is significant vibration; some will rupture from approaching footsteps. On rupturing, the lurishi explodes and releases a cloud of spores that are deadly to humans and livestock.

LYAHVI

The convocation of the Shek-Pvar whose elemental base is air and that deals in the magic of air and illusion.

LYF Keep [M7]

Realm: Melderyn **Holder:** Baron Arbustren
Population: 280 **Liege:** Earl of Elorin

A barony held by Tamys Arbustren from the Earl of Elorin, whose principal seat is at Harden. The present keep was built in 423 atop an ancient tribal hill fort. Lyf has an excellent harbor, although the extensive reefs at the mouth of Nolan Bay make the approaches risky in bad weather. The present Baron is nearly 60 and inherited the title 12 years ago. He is a widely renowned gourmet and employs a cook from Emelrene, on the Lythian mainland.

LYNDUS, the Fish

A non-zodiacal constellation of the southern sky.

LYSARA

A city in Azeryan, seat of the Agrikan pontiff.

LYTHIA

The largest of the three continents of Kethira, Lythia contains many diverse peoples and cultures. The Hârnic Isles lie just off the northwest coast of the continent but Lythians tend to give them a wide berth. There is little communication between Hârn and Lythia; only a few bold travelers, adventurers, and traders make their lonely ways back and forth.

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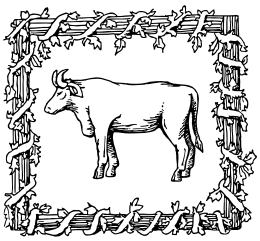
MACE

A reinforced club. Most have metal heads, often with elaborate patterns of knobs and ridges, affixed to wooden shafts 24 to 36 inches in length. Some maces have metal shafts.

MAERMAL, Lord of Labor



One of the demi-divine servants of Peoni, Maermal is portrayed as a massive bronze ox who labors out of devotion to duty and family. When his work is spoiled, he begins again without complaint. Maermal symbolizes the ability of common folk to triumph in their simple day-to-day endeavors.

MAESROL

A cheerful and bucolic spirit, the Maesrol helps tend livestock belonging to Jarin herders, fattening them up with treats and braiding their tails at Yaelah. An incorrigible ladies man, the Maesrol can also be found (but not easily) in farm kitchens ogling young women.

MAIL

Flexible armour made by "knitting" steel links in various patterns. Mail may be butted or riveted. Both are pretty well impervious to edged weapons but the latter is more resistant to point-penetration. A problem with mail is that a non-penetrating strike may drive the links into the flesh, without damaging the mail. Consequently, mail is nearly always worn with thick undergarments.

MAIN GAUCHE (see KELTAN)

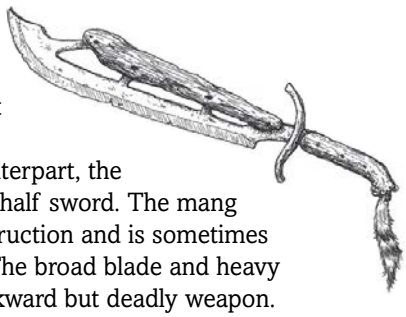
MALIAN the Good

The sixth monarch (380–394) of the Corani Empire. Malian the Good inherited the Corani throne from his father, Arosta the Conqueror, and was the first ruler to take the title "Emperor," previous rulers having been kings. During Malian's reign, the cities of Merethos (Golotha) and Shiran were founded and the empire was divided into provinces to ease the burden of administering the domains won by his father.

MAMAKA, MASTER OF STEEL, Order of

The supreme clerical order of the church of Agrik, and sponsor of the fighting order, Warriors of Mameka. The order's main temple is in Golotha and this house is the seat of the Agrikan primate for Hârn who, for the past three decades, has been the grandmaster of the order. The present grandmaster and primate, Klyrdes Bisidril, is also chairman of the Heptarchial Council, the ruling body of the city of Golotha. Klyrdes claims descent from the alleged bastard daughter of the prophet Balsha. The main problem for the primate of Agrik is, as always, keeping the various orders from tearing each other apart. In 717, Klyrdes planned and executed the last in a series of purges when the temple of the Order of the Pillar of Fire in Golotha was mysteriously razed and most of its priests murdered. The near total destruction of an entire sect did, of course, merit the "sincere condolences" of the primate. Such temple wars are never acknowledged and will hardly be apparent to bystanders, but hardly a month goes by without some fatalities.

MANG



The mang is a form of falchion made and used almost exclusively by gargun. Unlike its human counterpart, the mang is a hand-and-a-half sword. The mang uses wood in its construction and is sometimes called a bladed club. The broad blade and heavy lumber make it an awkward but deadly weapon.

MANGAI

The joint association of all Hârnic guilds. Its primary functions are to regulate guilds, settle any disputes between them, and make any recommendations it deems appropriate concerning guild rights and privileges to the governments of Hârn. The association functions under a charter first proclaimed in the city of Coranan in 493, but since adopted by most other realms, excluding Orbaal, Azadmere, and Evael. A crucial function of the Mangai is its exclusive right to sponsor and organize all fairs and markets in towns and settlements, with appropriate fees for this right being paid to whomever governs the settlement. The Mangai recoups its investment by charging fees (usually 1d per day) to all who wish to sell their wares in the markets and fairs. The Mangai functions democratically and holds triennial conventions attended by syndics of every Hârnic guild. This convention moves from one town to another; one is scheduled for the city of Thay in 721.

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MANGAI, Charter of the

The document delineating the rights and privileges of the Mangai. The charter was modeled on laws in effect on the continent of Lythia and was first proclaimed as law in the City of Coranan in 493. The principles of the charter had already been established for almost a century by the Court of Pentacles. While the charter is, officially, legislation amendable only by the governments of the various states that have adopted it, in practice they will usually make any changes advised by the Mangai as a matter of course.

MANKAR

A short, single-edged scimitar made by gargun. The mankar is relatively heavy for its length, which is rarely more than two feet, and is often considered to be a short falchion.

MANOR

The basic economic unit arrived at by subinfeudation. Manorial fiefs range from 600 to 3600 acres and are generally considered synonymous with a knight's fee. Manors may be held by knights who owe fealty and service to barons or earls, or may be held directly by such greater lords. Some manors are held by religious and fighting orders; a few are held by wealthy commoners. An absentee holder appoints a bailiff to govern in his stead.

A manor might contain a manorhouse, at least one village of 10–20 families and one mill owned by the Miller's Guild. The manorhouse is usually a fortified wood or stone house built around a great hall surrounded by outbuildings and a battlemented outer wall. The house is often situated on a hill and may be surrounded by a ditch, moat, and/or earthworks. Each peasant has a cottage and adjacent garden.

MANRASUSHA

The amoral First God of primal fire, who cleanses and destroys, kills and comforts. Agrikans believe that it is Agrik's appeasement of Manrasusha that saves Kelestia from destruction.

MANTLING

A cloth worn loosely about the head and neck, originally to protect armour from weather. Mantling also reduces the effectiveness of edge strikes and has been widely adopted for its defensive value. Torn mantling has become indicative of recent (honorable) combat. The term is also in heraldry to describe the stylized, tattered cloth usually surrounding the escutcheon.

MAPARAS (see PAKARA)

MARADYN

A legendary Jarin king who sought to heal the growing rift between men and the Elder Folk. Maradyn traveled far and wide across Hârn, preaching to all who would listen the merits of cooperation with the Sindarin and Khuzdul. Maradyne was lured to attend the wedding of a mysterious man he had met. There, accompanied by his three sons, they were wined and dined for three days, but when they left to return home, they found that many centuries of time had passed. It is said that Maradyn's shade still wanders Hârn, searching for his own time. His tragic tale is recounted in the legend "Maradyn's Hawk."

MARANOS, King of Kaldor

One of Kaldor's worst monarchs, Maranos took the throne in 342; by his death in 362, he had so alienated the barons that many of them supported the claim of the bastard Fierth over that of the legitimate heir, Maranos' son, Aidrik II. The misrule and excesses of Maranos were a major contributing factor to the Kaldoric Civil War that followed his death.

MARBY Castle [I1]

Realm: Orbaal **Holder:** Clan Serewyn
Population: 760 **Tribute:** King of Orbaal

Built in 587 by the Jarin, Marby was captured by the Ivinians in 658. Valhakar Mikkaar Serewyn, 27, is a surprisingly gentle man. He is fond of music and art and there are a few Kaldoric and Melderyni artisans at his court. There has been a bloody vendetta between Clan Serewyn and Clan Sherwyn of Sherwyn since 683. The two clans are distantly related and each claims the other's lands. Marby receives tribute from Antir and Asax.

MARCH

The name given to a frontier district, claimed and patrolled by a kingdom but often under tenuous control. They are generally administered under martial law and individual legal rights within may be entirely dependent on the whim of the ruling warden.

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MASARA, the Chalice

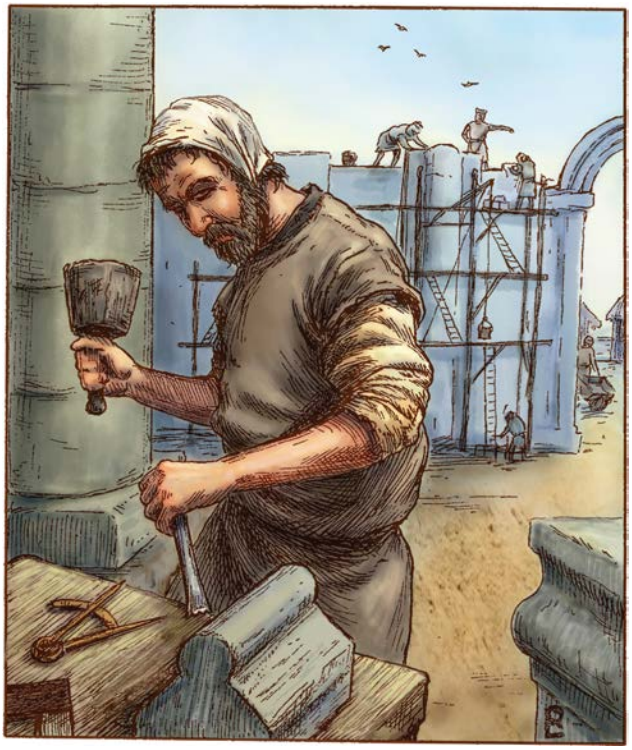
The eleventh constellation (Navek 3rd–Morgat 1st) of the Kethiran zodiac, located in the southern sky.

The chalice is primarily symbolic of its contents, water. It is the sign of love and pleasure, cool darkness, femaleness, security, and emotion. The chalice enfolds as the swords penetrate. Masara is symbolic of the good life, motherhood, and fertility, but also of death.

Moody tenacity is the mark of a Masaran. He can be quiet or restless, calm or furious, happy and quiet, or frighteningly emotional. Like the sea, he will work at obstacles until they erode away. Those born under the chalice tend to have a feel for eternity and, in human terms, for what is truly important. They are filled with love that can be shared endlessly. But the Masaran can also hold a grudge forever; he is capable of cold hatred that can destroy opponents by its sheer intensity.

MASONS' Guild

Masons belong to one of the most powerful guilds. Some masons are expert architects, highly paid and honored, but most are simple quarrymen, stonelayers, and stonecutters. Most towns require that construction within its walls be done by guilded masons and nearly all Hârnic fortifications involve their participation in design, building, and repair. The Masons' Guild has a strict monopoly over all stone quarrying and the preparation of stone. A quarry may be owned and operated by a master freemason, but most larger operations are jointly run by two or more masters. Partnership with outside investors is common. The best stone on Hârn is quarried in the hills north of Telen and transported at great expense to building sites. Few can afford Telen stone and make do instead with poorer quality local material. Bricks are not used on Hârn. Most manual labor is done by unguilded locals hired on a daily basis as needed.



Construction prices for various structures vary dramatically. These depend on the availability of labor and materials, site location, size and quality of construction, and mason-architect fees. Price ranges for various buildings, unfurnished, are noted below.

Town House	1,000–10,000d
Manor House	1,500–15,000d
Keep	50,000–500,000d
Castle	250,000–2,500,000d

MAUL

A two-handed club or mace with a 4–6 foot shaft. Most mauls have wooden heads, sometimes reinforced with metal studs. Mauls are primarily used as mallets to embed stakes as a defense against cavalry, but being struck by one certainly hurts.

MAYOR

The chief executive officer of a town. A mayor is usually a senior alderman appointed by the crown from a list of candidates supplied by the council of aldermen. Mayors are not present in all towns but where they are, they may preside over a sizable bureaucracy, including tax assessors and collectors.

MEAMYT the Hermit

An eccentric mendicant prophet of Ilvir who dwells on a small island off the coast of Orbaal.

MEDAK the Impaler

The last emperor (555–565) of the Corani Empire. Medak was a strong, vigorous emperor, but he had the misfortune to follow two weak emperors and reigned during years when famine and plague were rampant. He sought to stem the corruption of previous regimes and earned the epithet "the Impaler" for the numerous executions he ordered. One of his victims, however, was Balsha and the empire was then overtaken by events of the Balshan Jihad. Medak was executed by impalement by the victorious Balshans. The Corani Empire died with him.

MEDRIK I, King of Kaldor/Serelind

The second king of Serelind (162–188) and first king of Kaldor (188–192). He was the first among the

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Seven Kingdoms to inflict a defeat on the barbarians in the Migration Wars, when he bested the Eastern Taelda at the battle of Noneth in 180. His army combined with that of the Kingdom of Pagostra to defeat the Pagaelin at the battle of Kobing in 185. In accordance with an earlier promise extracted from King Orsin of Pagostra, Medrik received Orsin's fealty and added Pagostra to his own kingdom in 186. When Torbet of Kephria was killed fighting the Kath, Medrik I quickly marched on Tashal and added the last remnants of Kephria to Serelind. In 188, Medrik proclaimed the Kingdom of Kaldor and became its first king.

MEDRIK II, King of Kaldor

The third king (239–279) of Kaldor.

MEFEBO, Mount [I4]

Hârn's third highest peak (9007'), located in the central Felsha Mountains.

MEFIM, Cape [E3]

A headland extending into the Sea of Tirpal on the north coast of Hârn. The area is held sacred by the Equani.

MEJENES the Great

The ninth monarch (443–465) of the Corani Empire. Mejenes was of royal Corani blood but was not next in line to inherit the throne on the death of Laketta. When Laketta died heirless in 443, the Kingdom of Aleathia sought to take advantage of a succession crisis by invading the empire. Mejenes was chosen over Laketta's brother to become emperor, mainly because of his reputation as a brilliant military leader. As emperor, Mejenes defeated and annexed Aleathia, thus removing the last obstacle to Corani hegemony in western Hârn. He died of a fever while seeking to expand Corani rule in the northern wilderness of Equeth.

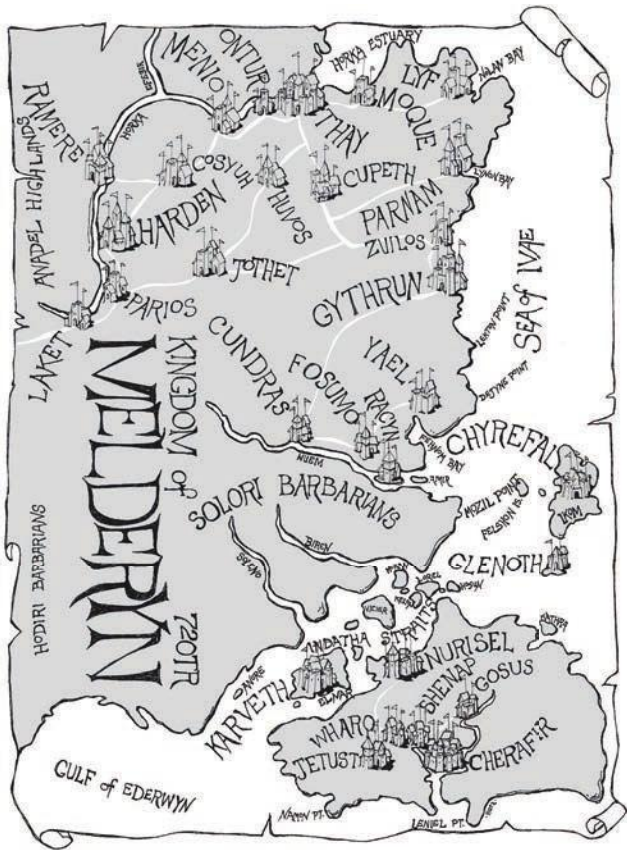
MELDERYN, Isle of [N10+]

The second largest of the Hârnic Isles, also called The Wizards' Isle. Located southeast of Hârn, Melderyn lies within 20 leagues of mainland Lythia.

MELDERYN, Kingdom of

Primarily an island kingdom off the southeast coast of Hârn, Melderyn also includes extensive lands on the Hârnic mainland.

Although it appears to be an ordinary feudal kingdom, ruled by King Chunel from Cherafir, Melderyn is more a constitutional monarchy. The real power is held by a council of scholars known as the Council of Eleven. The first king of Melderyn, Erebir, created this body



when he appointed a regent's council of 11 advisors drawn from the secret societies and orders that were, even then, headquartered on the island. The council was given the right to appoint its own members, rule on matters affecting the succession of the sovereign, and to play a major role in the education of the king's children. Although its actions are subtle, the council has always exerted vast influence on Melderyni affairs and has a long tradition of benign influence towards mainland Hârn. The council's advice to the crown is rarely ignored, yet its very existence is not widely known, nor are the identities of its members, one of whom is the Earl of Nurisel.

The island of Melderyn was subject to the same invasions by Jarin and barbaric Lythians as the rest of the Hârnic Isles, but assimilated all with a remarkable lack of friction. The first historical records describe the peaceful coexistence of five small kingdoms in 228 BT, although there is tantalizing evidence of a mysterious civilized culture existing as early as 3,000 BT. The Five Kingdoms Period ended when Erebir Pendragon was elected as the first king of the Biradian Dynasty in the year 1. The calendar used throughout Hârn is dated from this event. Since then, Melderyn has had a total of 20 kings from three royal houses:

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Biradian Dynasty	
Erebir I	1– 51
Erebir II	51– 88
Ninon	88–126
Erebir III	126–157
Darebor	157–186
Shelir	186–240
Erebir IV	240–291
Forn	291–327
Rylian Dynasty	
Gemril	327–369
Imadain I	369–413*
Imadain II	413–440*
Arabar I	440–463*
Erebir V	463–475*
Arabar II	475–538
Imadain III	538–557
Poleryn	557–585
Toron Dynasty	
Lodros	585–639
Shelir II	639–651
Etobron	651–684
Chunel	684–

* Also ruled Chybisa

Melderyn has held possessions on the Hârnic mainland since 223, when the King of Elorinar swore fealty to the Melderyni throne for aid against the rampages of the Bujoc during the Migration Wars. However, no Melderyni king has ever fielded an army on mainland Hârn, or anywhere else for that matter. The kingdom has traditionally limited its intervention to occasional visits by individuals, many of whom have exhibited strange arcane powers. The reputation of Melderyni magic has probably grown out of proportion to the facts. Almost all prominent historical figures have, at one time or another, been attributed with Melderyni origin. Whenever something out of the ordinary happens, there is speculation that the hand of Melderyn is in some way involved.

The King of Melderyn is Chunel Toron. He succeeded his father in 684 and is renowned for his cynical wit. Like preceding monarchs, he leaves much of the government to his council, but is highly competent and active in affairs of state. When he took the throne, the tiny kingdom of Chybisa was under the occupation of Kaldor. Chunel decided to support Balesir, the deposed monarch of Chybisa, in return for a promise of fealty. With an army raised among the mainland possessions of Melderyn, Balesir regained his throne in 687 but did not keep his promise to Chunel. It is said that when news of this betrayal was brought to him, Chunel expressed a lack of surprise; some say he actually laughed. Chunel denounced the treachery, but although he has not given up his claim to Chybisa, neither has he taken any obvious action to press it. Chunel is in excellent health and comes from an extremely long-lived line. He is 58 and has one son among five healthy children.

The major holdings of the king and his four tenants-in-chief are:

FIEF	HOLDER	FIEF	HOLDER
Cherafir	**King Chunel**	**Gythrun**	**Earl Gwenalin**
Chyrefal	(Sheriff of Ikom)	Jothet	Baron Dessar
Cosyuh	(Sheriff of Elorin)	Menio	Baron Morezyn
Cupeth	(Sheriff of Lened)	Parnam	(Constable)
Jetust	(Sheriff of Dath)	Ramere	Baron Erdarta
Moque	Baron Wederine	**Harden**	**Earl Alaga**
Racyn	(Sheriff of Biren)	Laket	(Warden Dyriamarch)
Shenap	(Sheriff of Cherfin)	Lyf	Baron Arbustren
Yael	Baron Duathane	Ontur	Baron Jothysan
Cundras	**Lady of Paladins**	Parios	(Constable)
Fosumo	Lady of Paladins	**Karveth**	**Earl Avona**
		Zuilos	Baron Avonasen
Thay	**Freetown**	**Nurisel**	**Earl Thabel**
	(Royal Charter)	Glenoth	Baron Halwyn
		Gosus	Baron Maradyne
		Huvos	Baron Perhel
		Wharo	Baron Chorlon

MENDIZ, the Lion of Dolithor

The constable of Dolithor and the banner-bearer and chief demigod of the goddess Larani. Mendiz has the form of a winged lion and is a patron deity of heralds.

MENEKAI Castle [E6]

Realm: Rethem **Holder:** Red Shadows of Herpa
Population: 490 **Liege:** King of Rethem

An orderial fief in Parachshire. The original fortification was a small legion outpost of the Corani Empire. After years of neglect following the demise of the empire, it came under control of the Coranan Republic in 621 but was annexed by Arlun the Barbarian in 639. King Nemiran granted the fief to the Order of the Red Shadows of Herpa in 681. They constructed the present castle. The grandmaster of the order is Larga Gydsilen, a coarse and brutish thug.

MENEKOD Castle [E7]

Realm: Kanday **Holder:** Checkered Shield
Population: 750 **Liege:** King of Kanday

An orderial fief in Perishire. This was originally a tribal hill fort, then a fortress of the Corani Empire. Arlun of Rethem seized Menekod in 653 and began construction of the castle. In 681, King Nemiran granted it to the Agrikan Order of the Copper Hook and it became that fighting order's primary seat. In 695, Menekod was taken by Kanday in the last major clash of Ezar's War and was then granted to the Order of the Checkered Shield. The present grandmaster is Sir Syman Telfane. There is a dispute between him and the Sheriff of Norea at Quivum regarding nearby estates.

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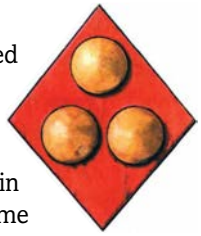
MENIO Keep [M7]

Realm: Melderyn **Holder:** Baron Morezyn
Population: 560 **Liege:** Earl of Biren

This ancient tribal stronghold was one of the earliest settlements to support Nathwic when he founded the Kingdom of Elorinar in 155 TR. The keep was originally built in 247 but demolished and rebuilt in stone around 640. The present baron is 24 and inherited his title after the untimely death of his father in 718. He is a somewhat irresponsible young man, more fond of hunting and wenching than governing. His mother, seeking to correct these faults and encouraged by the Earl of Biren (see GYTHRUN), has obtained permission from the king to conduct negotiations for a marriage between her son and the daughter of Baron Erdarta of Ramere.

MERCANTYLERS' Guild



Mercantylers are guildsmen involved in the trading of goods at a profit, or acting as agents for such transactions. Most mercantylers are simple merchants who buy and sell goods within the same realm. The more adventuresome mercantylers engage in foreign trade, either in caravan or maritime trade, and some specialize in an exclusive trade such as furs, slaves, or wines.

The monopoly of this guild is very ambiguous. Enforcing rigid control over all trading activity would be impossible, but guild masters try to deal exclusively with each other, giving them a *de facto* stranglehold in the buying and selling of goods. All major towns have a Mercantylers' Hall open to guild members only. Non–guild members can participate in this private market only by hiring a mercantyler as an agent for a fee or commission averaging 5–10% of the goods' value.

To further ensure that the guild remains at the center of most economic activity, they have acquired one important monopoly that is rigidly enforced. Only guilded mercantylers can practice usury, the changing and loaning of money for profit (interest). Some mercantylers, known as usurers, specialize in this activity. Such men are generally involved in the financing of trade but will, with proper incentive, finance the ambitions and comforts of kings and others. Interest rates are high, ranging from 5% to 20% per month, compounded monthly. The rate charged is based on risk, collateral, and social standing. Nobles customarily enjoy the benefit of lower rates.

Usurers also exchange foreign coinage for a negotiable discount, 20% being normal, and issue promissory notes, the closest thing to paper money on Hârn. There are not nearly enough coins in circulation to cover the value of goods traded, so nearly all large payments are made by way of these notes. A usurer's note will be redeemed in full when presented back to him; a guild master in another city will also redeem their colleagues' notes at a discount of 5–20%, although higher discounts usually apply to foreign notes.

MERCHET

A tax paid by a feudal vassal when he or she wishes to marry off a daughter. There is no legal limit to merchet, but it is the custom in most places that it should not be so high that the marriage cannot be made. Merchet is generally 5–10% percent of the holding's annual revenue, but is negotiable.

MERDI, The

The tribes who, some 400 years ago, occupied the region of present-day Rethem. In 347, they formed the Merdi Federation, a loose alliance to defend against the Corani Empire. This federation defeated Lobir in 349 and was able to maintain its independence for many years. However, the Merdi failed to establish a unified state and, in 377, were defeated and subjugated by the Corani Emperor Arosta.

MEREM, Isle of [C3]

An island of the Afarezirs.

MERETHOS

The city founded by Emperor Malian of the Corani Empire in 388 and now called Golotha.

MERNAT

The second-largest continent of Kethira. Hârnians know nothing of Mernat. It is inhabited mainly by nomads.

MERODYNE, the Pale Concubine

The pleasure slave of a wealthy Karejian merchant who founded the modern Church of Halea.

MERREN OF THE VALLEY

A bandit who terrorized the Ulmerien Valley in the last century. He led an audacious band of brigands against caravans, wayfarers, and occasionally an isolated manor. He was as renowned for his "gentility" as much as he was infamous for his barbarity. Merren was executed in 683 but his vast treasure hoards were never found.

MESELYNESHIRE

A shire of Kaldor. The sheriff holds the royal castle of Olokand, where the shire moot is held.

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METALSMITHS' Guild

This guild has a monopoly over all metalworking except the specialized activity of the Jewellers' and Weaponcrafters' Guilds. A master metalworker may be bonded to a noble household or own and operate a large workshop in town. Most, however, are smiths in small villages. Regardless of the size of his establishment, a skilled metalsmith is always an important and well-respected member of a community, manufacturing and repairing plows, axes, hoes, cooking pots, and a wide range of other essential wares for agriculture and daily living. Horseshoes are also made by this guild, but actual shoeing of horses is generally done by ostlers. The city of Shiran is noted for the high quality of its metalwares. Most items are made from iron or steel. Copper and alloys of brass, bronze, or pewter are used for tableware and kitchen utensils.

METIM, Mount [I2]

The third-highest peak (7875') of the Jahl Mountains, Mount Metim lies near the eastern extremity of the range.

METYSSO

A member of the onion family, metysso is found in peaty soil, usually marshland. It is used in the preparation of invisible ink.

MIDGAAD

A world in the Kethrian family. It is said to be the origin of the Sindarin and Khuzdul.

MIGANATH, King of Kaldor

The twenty-third and present ruler of Kaldor. See the entry for KALDOR for a biographical sketch.

MIGRATION WARS

The period of violent tribal activity that plagued eastern Hârn for more than 50 years, beginning with the sudden assault of the Kath on the Kephrian town of Hosat in the Kathela Hills in 178. The Taelda, Pagaelin, Bujoc, and Kath nations simultaneously experienced population growth and pressure from suddenly numerous gargun in their highland ranges. The consequent migrations that they undertook severely tested six of the seven eastern Hârnic Kingdoms. Four of the northern kingdoms were forced to combine into the single state of Kaldor. Elorinar saved itself by joining Melderyn, which was immune to the attacks. Chybisa survived by the brilliant generalship of her early kings and the rapid construction of some excellent fortifications.

MILLERS' and MILLWRIGHTS' Guild

The millers and millwrights have one of the most important guilds, with a monopoly on the ownership and operation of all mills and milling. Local lords have, from time to time, attempted to usurp the millers' rights by building their own mills, but masons will not construct them and millers refuse to operate them.

Most mills are used only for grinding grain and virtually all manors and villages have at least one mill. Most mills are water powered but wind and muscle power drive about 15% of them. Mills are generally owned by the guild and awarded as franchises to freemaster millers, who pay 20% (rather than the standard 10%) dues. Each mill also pays a tax of (usually) 240d per year to the local fiefholder or landlord. A freemaster miller generally retains 5–15% of the grain he grinds, most of which he sells to mercantylers.

Some millers are also millwrights, engineers familiar with large machinery. Major nobles employ bonded master millwrights to operate and maintain heavy machinery such as derricks, drawbridges, etc.

MIMEA Hills [F8+]

Forested highlands in southeast Tharda, long popular among the nobility for game hunting. Lodges were built here for the kings of Aleathia. The outlawed House of Kand used the area as a base of operations against the Theocracy of Tekhos before founding the current dynasty in Kanday. Although the hills straddle the border between Ramala Province in the Thardic Republic and Daenshire in the Kingdom of Kanday, the native Gozyda tribesmen exercise more control than either state.

MINARSAS Castle [K5]

Realm: Kaldor **Holder:** Earl of Vemion
Population: 650 **Liege:** King of Kaldor

The principal seat of Earl Caldeth. The site was fortified during the ancient Jarin kingdom of Arwn some 700 years ago, and a castle was built here around 168 as the royal seat of the Kingdom of Pagostra. The fortification has been renovated many times since then and repairs are presently being made to the west wall. Earl Caldeth, 43, is a clever and powerful lord in Kaldor.

MINDRITHAR the Just

The twelfth monarch (491–512) of the Corani Empire, Mindrithar was probably the best Corani emperor. He was aggressive and tough when required, a very good administrator, and a learned scholar. He is best remembered for his "Code of Mindrithar," an

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enlightened legal system of fair justice for all, which has, unfortunately, largely disappeared with the rise of feudalism. He is also credited with promoting religious freedom, tax reform, and the formation of the Mangai in 493. It need hardly be said that Mindrithar was very unpopular with the Corani nobility, as most of his efforts eroded their own jealously guarded powers.

MINERS' Guild

Miners belong to one of the most powerful and wealthiest guilds on Hârn. The crown holds the mining rights to all land in most realms, and either owns the mines directly or leases them out to the guild for a hefty royalty. An earl or baron whose fief includes a valuable mine is out of luck, and the guild has been granted unique and special powers to protect miners from jealous nobles. These include the right to prospect on any lands other than temples, orchards, gardens, or highways; the right to cut timber to use in mines and forges, with or without the local lord's permission; the right to hold their own courts of law; and, in most cases, freedom from taxes, tolls, and military service. In addition, a serf employed in a king's mine for two years automatically becomes a freeman, a major source of aggravation to the nobility. Nobles are rarely pleased to see the opening of a mine on their lands; more than a few guilded prospectors have mysteriously vanished over the years. Mines in the Thardic Republic are owned by the guild or local landlords; the guild is less powerful here, but miners are still well paid.

Silver, tin, copper, iron, lead, and salt are the most common metals and minerals mined. Gold is mined in the Sorkin Mountains by the Khuzdul and also in the Rayesha Mountains. Most ores are smelted in small foundries and forges set up close to the mine to avoid transportation of bulk ores. Such foundries are never popular with the local nobility because they consume vast quantities of timber as fuel. The value of metals varies according to their refined purity. Common metals are generally sold by the hundredweight (100 pounds), rare metals by the pound, and precious metals by the ounce.

MINILAOUS Keep [E9]

Realm: Kanday **Holder:** Baron Pesirias
Population: 390 **Liege:** King of Kanday

A keep in Torenshire, held by Baron Pesirias from the king. The keep was built in 421 on the site of an old tribal settlement. After the Theocracy of Tekhos collapsed, Minilaous was ruled as the independent kingdom of Mezant by Clan Pesirias. The founder of this clan claimed descent from both Aleathian and Corani nobility, although there is considerable doubt as to the veracity of these claims. In 689, Larryn Pesirias swore fealty to Andasin III. The present baron, Larryn's grandniece Iala, is a sharp-witted woman of 30. She is presently unmarried; her two previous husbands are deceased.

MINOR

An underage person. In most cultures, a child cannot inherit until the age of 21 (see Succession).

MIRATH Islands [A4]

A chain of uninhabited islands off Cape Vikod to the northwest of Hârn. Although some of the islands are forested, most are treeless heathland. Kuboran tribesmen sometimes visit the islands. At least one attempt to colonize has been made by the Orbaalese (as a base for raiding) but no permanent settlement survives.

MIRELAEL, Queen of Kanday

The seventh monarch (694–707) of the Kingdom of Kanday, Mirelael succeeded her elder sister, Eriel, who was assassinated in 694, and led Kanday to victory in Ezar's War. For the balance of her reign, Mirelael sought to reestablish peace in the region and rebuild the shattered economy of Kanday; she was successful in both. She was much loved and grieved when she died.

MISYN [H4, H5]

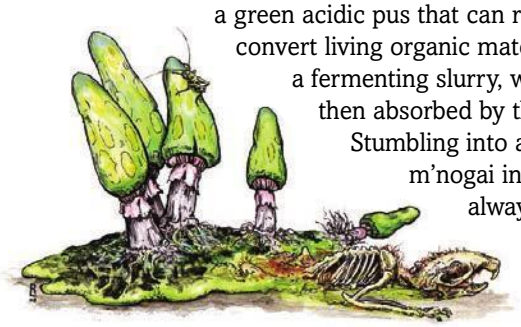
A wooded karst landscape on the northeast shore of Lake Benath. According to Ilviran dogma and legend, Misyn is the kingdom of Ilvir, a place of divine mystery that most Hârnians would do well to avoid. Araka-Kalai is found here, and Misyn is also the homeland of the strange Ivashu.

MITTEN

A glove without separate fingers. Mail armour for the hands usually takes this form. Mittens are often extensions of long-sleeved hauberks; a hole is left in the palm of each mitten so the wearer can pull his hands out.

M'NOGAI (The Green Slime)

A type of lustrous "fungus" that grows in damp, shady locations. When disturbed, the m'nogai release a green acidic pus that can rapidly convert living organic material into a fermenting slurry, which is then absorbed by the roots. Stumbling into a patch of m'nogai in the dark is always painful and often fatal.



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MOLERYN Castle [F7]

Realm: Tharda **Holder:** Ramala Legion (2c)
Population: 1,020 **From:** Thardic Senate

The capital of Ramala Province, seat of the provincial magistrate and marshal, and headquarters of the Ramala Legion. Unlike other provinces, Ramala is not subdivided into districts; it is administered as a single unit entirely from Moleryn. The magistrate, Mardorva Seris, prefers dwelling in his Shiran townhouse, and the provincial marshal, Parga Ostardas, effectively runs both civic and military affairs. Parga is a greedy and vicious man, hated by his troops. He commands the Ramala Legion's eight companies: two at Moleryn, five at Fort Taztos, and one at Tegh. The original fortification was built as a Corani outpost by Emperor Mindrithar in 493. From 588 to 661, Moleryn was an independent state allied with Kanday, but was then annexed by the Thardic League. This act precipitated the Five-Year War. Although Kanday emerged the victor, Moleryn remained in Thardic hands. Today, Moleryn prospers as an important Thardic trading center due to its location on the Salt Route.

MONEY

The standard unit of currency is the silver penny, which weighs one dram (a sixteenth of an ounce). A penny can vary in value from one region to another as a result of its silver content. Copper coins are not minted on Hârn. The silver penny is often divided into two halves (ha'penny) or four quarters (farthings). Gold coins are rare. A gold penny (one dram) would be worth 20d, although gold coins generally come as ounce coins.

MOQUE Keep [M7]

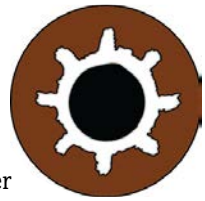
Realm: Melderyn **Holder:** Baron Wederine
Population: 420 **Liege:** King of Melderyn

A barony held by Allyn Wederine from the king. Moque was built in 575 to guard the eastern landward approach to Thay. The barony was created in 630 and granted to the Wederines, a clan from Cherafir that had been loyal to the royal house for many years. Allyn, 39, is suffering from what appears to be the early stages of leprosy, although this fact is known only to himself, his wife, and his physician. He has made generous donations to the Church of Peoni, undoubtably because of their work in caring for victims of this disease.

MORGAT

The twelfth and last month of the year by Tuzyn Reckoning. Named after the deity Morgath, it is the last month of winter.

MORGATH



"Tormentor of the Unlamented Dead, Master of the Principle of Evil, Lord of the Gulmorvrin, Wielder of the Shadow, Wreaker of Chaos."

Morgath is the self-appointed master of chaos and evil. Of all the gods, he is the most prone to violence and insanity, and the quickest to anger. He is a lord of retribution but cares nothing for justice. He is filled, it is said, with an abiding hatred for all things fair and noble. When Morgath appears to men, it is usually in some ethereal form, his true shape being unbearable to behold. He is never portrayed, but rather symbolized by the Durangash, a black circle on a field of brown, surrounded by an irregular black border. Morgath is best known as the master of the undead, particularly the Gulmorvrin, who are governed by his chief demigod, Klyss. Morgath is believed to have 13 true names and it is deemed the greatest folly to utter any of them aloud. This is one reason why that number is deemed unlucky.

How the religion of Morgath came to Hârn is unclear. It is believed that Lothrim the Foulspawner worshiped Morgath and it is known that Balsha claimed to be his prophet. In present-day Hârn, the worship of this deity is largely confined to Tharda and is particularly prominent in the city of Golotha. Elsewhere, his clergy are covert. In Kaldor, Chybisa, and Melderyn, the worship of Morgath is punishable by death. Even in Golotha, the followers of Morgath are not numerous.

Morgathianism is not an attractive religion. It is difficult to take much comfort from a faith that preaches "all are doomed to eternal torment in the afterlife," although this is counter-balanced with the notion of

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living in worldly excess until death. The remainder of Morgathian philosophy seems to encourage the acquisition and exercise of ruthless power for its own sake, particularly among its clerics. Indeed, the clerics of Morgath inspire fear whenever recognized, if only because they are known to habitually practice ritual human sacrifice.

This dour and morbid religion is reflected in the costumes of its clerics, which are mostly of black and brown. When they are able to wear their full regalia, their ritual dress includes hideous masks, partly to terrify, but mainly to hide their identity. There is only one clerical sect in the church, the Order of the Lord of Chaos. It has major temples in Golotha and Coranan, the former being the seat of the Hârnic primate. The Vynkhadur (pontiff) resides in the Azeryani city of Meokolis.

TITLES IN THE MORGATHIAN CHURCH	
Vynkhadur	Pontiff
Gurim	Primate
Khidarmur	High Priest
Khala	Priest
Sungai	Senior Acolyte
Longai	Acolyte

MORNINGSTAR

A club with protruding spikes in its head, the morningstar is a popular peasant weapon. More refined versions, commonly called holy water sprinklers because they are popular with knights of fighting orders, have metal spiked heads.

MORSINDARI

Also known as "Dark Elves," Morsindari are Sindarin who have been banished from their clan and exiled from Evael for a variety of crimes. Tales of them are common in human society. Missing children, foresters, and travelers are often blamed on the dark elves.

MORVILYA Bay [F3]

A sheltered bay on the coast of Equeth. Many attempts by the Orbaalese to establish settlements have been repulsed by the proud Equani tribesmen. One small settlement on the southeast corner of the bay, founded by Clan Cyeen from Arathel, was annihilated in 710.

MOVEL Island [C2+]

The largest island in the Afarezirs. Fresh water is available on the island. The ruin of an abandoned Ivinian settlement can be found on the south coast.

MOYM

A motley assortment of gargun, mainly Gargu-araki bands, dwelling across the Horka River from Thay.

MOZIL Point [N9]

The most easterly point of land on the Hârnic mainland, Mozil Point is a prominent landfall to seafarers bound for Thay. Three attempts to maintain a beacon on the point, a responsibility of the Sheriff of Biren, have been sabotaged by Solori tribesmen.

MUL Keep [I1]

Realm: Orbaal **Clan:** Clan Gurtak
Population: 355 **Tribute:** Zuden

Built in 559, when it was called Susyln, this Jarin settlement was captured by the Ivinians in 671. The lord of Mul, Osaar Gurtak, 34, is a considerable braggart who has many times publicly declared his intention to raid Cherafir. Clan Gurtak is a junior branch of clan Gurta from Seldenbaal.

MURATH (see ONA-SETRUM)

MYEN, Lake [I4]

A deep lake in the eastern foothills of the Felsha Mountains. The lake is fed and drained by the Hemurin River. The waters of Myen are murky and very cold and are said to harbor a "sea dragon" called a Myenae.

MYRVRIA the Temptress

The lieutenant of Klyss, Myvria appears either as a deathly pale, fascinatingly beautiful woman, or as a rotting corpse. Her task is to recruit souls to the ranks of the undead. She offers "eternal life" or "the heart's desire" to those who will speak the oath, "To own myne form, when breath hath fled, shall I gift myne soul." If this oath is repeated 13 times in her presence, the speaker has sealed a pact with Morgath.

MYSELBANE, Queen of Kaldor

The twelfth monarch (451–484) and first queen of the Kingdom of Kaldor.

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NACHAKAS

A light warflail consisting of two short rods joined by a leather thong or short chain. The rods are generally made of wood but may be reinforced with metal bands or studs. Effective use of nachakas requires great skill. They are primarily defensive weapons intended to disarm lightly-armed opponents. Their ease of concealment and effectiveness in back-alley brawls makes them popular with the Lia-Kavair (see FLAILS).

NADAI, the Salamander

The sixth constellation (Agrazhar 7th–Azura 5th) of the Kethiran zodiac, located in the southern sky.

Nadai is a mystical symbol of the marriage of fire and air, that which remains when fire has consumed, smoke. The salamander is a creature of ethereal fire, intangible but active, visible but unreal, a symbol of unfocused energy. In some senses, he is symbolic of that which evades destruction, as opposed to that which withstands it.

Nadaians tend to create confusion in themselves and others. They are prone to moodiness and flights of imagination and are difficult to pin down. They tend to be creative or destructive at a moment's notice. They live dynamic, active lives but often suffer from an inability to focus their energy. This can result in much effort for little gain.

NAMAL KANDAIR

A powerful and very dangerous magic storm that figures in a teaching parable of the Shek-Pvar known as "Loag's Box."

NALA-ŪROH

A theologian who lived in Elkall-Anuz at the time of Lothrim. His only surviving work is his compilation, editing, and embellishment of the *Libram of the Pantheon*.

NANDAR-TEM

A kingdom of the Lost Years, lying between Hârn and the Lythian mainland. Scholars say it sank beneath the waves following a massive earthquake.

NANIOM Bridge [K5]

A very old stone bridge over the Nephen River on the Silver Way. The original bridge may be of Khuzan origin, although the central stone tower is more recent. The bridge is claimed by Kaldor but the king's control over it is tenuous. Naniom Bridge is often used by the local nobility as a field of honor.

NATAL WARS

The chaotic battles of the First Gods and their servants which, according to the Libram of the Pantheon, occurred at the beginning of time, before "reality was fixed". At the conclusion of the Natal Wars, the lesser gods (those who are now worshiped by mortals) were granted their independence.

NATHWIC, King of Elorinar

The founder and first king (155–190) of the Kingdom of Elorinar.

NAVA-SHAK-ARA

The ebony knife of the god Naveh and one of his principal symbols.

NAVEH

"Lord of the Pitch Shadows, Master of Deceit and Evil Dreams, Lord of the Last Illusion, The Merchant of Death, Unseen Lifter of Lives, Trancer the Cat, Wealth's Worry."

Best known as the bringer of nightmares, Naveh is the deity favored by assassins and thieves. It is sometimes thought that Naveh and his minions are powerless in daylight, but it is more likely that their powers are only reduced by sunlight. Naveh is a lord of secrets, a doer of the impossible. His main symbols are Nava-shak-ara (an ebony knife) and Shinkra-akra (a translucent human skull); replicas of both are involved in temple rituals by Navehan priests. Naveh's principal hue is black, with a trace of blood red, colors that are traditionally worn by Navehan priests.

Naveh's main demonic servants are Dekejis and the Gytevsha. Dekejis appears in the form of a black, red-eyed cat. Formerly a pet of the goddess Halea, Dekejis considers the eyes and genitals of humans a great delicacy; those who lack either are said to bear the curse of Naveh. There are three principal Gytevsha, but each has numerous lesser servants: Gekrish, the "Hands of Despair," who can reach inside the body with taloned hands and still the heart, or possess the body, tormenting the resident Aura before slaying it; Krasula, the "Hunter of Sleep" said to bring horrific nightmares, who

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commonly appears as a male child with one eye of the palest blue and the other of the deepest black; and Vesha, the "Mouth of Falsehood," a servant who spreads deceit and confusion among mortals, said to be strengthened by every lie told by men and wounded by every truth.

Any temple of Naveh is always well hidden from public view, even where lawful. As a consequence, very little is known of the church by outsiders. It has a degree of discipline second to none; temple masters have been known to order loyal underlings to commit ritual suicide for no apparent reason. An oft-told tale tells of a master who ordered a favorite to slit his throat as a demonstration of loyalty to a guest. There is a marked distinction between the laity and the clergy, the latter having little interest in the former. It is widely believed that the temples kidnap children of good or noble birth to be raised as clerics and servants. Each temple is self-sufficient. The chief temple and the seat of the primate for Hârn is in Coranan; there are also covert temples in Golotha, Shiran, and Tashal. The pontiff resides in the Temple of Maniquideh in far-off Dalkesh.

Ritual murder play a major role in the worship of Naveh. The temples take commissions for assassinations or thievery, including those too difficult for the Lia-Kavair, which probably supports and pays tribute to the Church. Any approach for such services is usually done through the Lia-Kavair. Fees are high and the Church is prone to refuse contracts without explanation.

Temple ritual sometimes involves drug-induced trances. The clerical garb is loose fitting to allow freedom of movement, and usually black in color. Ranking clergy wear an over-robe of red and may don the dreaded skull mask that denotes imminent death. All clergy carry razor-sharp daggers. An assassin wears a broad belt of white cloth that will be red with the victim's blood when returned to the temple. Success and failure are judged by more than the simple death of the victim; there is a degree of "artistry" involved. Various punishments are meted out for failure.

The most interesting ritual punishment is the Herth-Akan. A miscreant cleric is given a one-hour start and must evade the murderous pursuit of seven of his temple brothers for three successive days and nights. Few are successful. The ritual is occasionally used against enemies of the temple or against those that the temple has contracted to kill. If the victim evades death for the required period, he is permitted to live, but the failed brothers must then undertake ceremonial suicide.

TITLES IN THE NAVEHAN CHURCH	
Nagara	Pontiff
Shuganal	Primate
Garana	High Priest
Arasha	Chief Deacon
Dranatha	Priest
Adranatha	Acolyte
Navas-Kara	Temple Assassin

NAVEK

The eleventh month of the year by Tuzyn Reckoning; it is named for the deity Naveh and falls in mid-winter.

NEBRAN

A leader of the Kubora, Equani, and Urdu tribes, Nebran led (and died during) the massacre of the Corani fortress of Kustan in 477.

NEJ River [B4]

A short river that flows into the Kadag Strait. Its mouth is a favorite fishing and gathering site for the Neji, one of 26 Kuboran tribes.

NEMIRAN, King of Rethem

The third monarch (672–681) of the Kingdom of Rethem, Nemiran has the unique distinction of being the only Rethemi king who did not start or engage in a war. Using Kanday as a model, he gave up trying to rule Rethem by himself and parceled out his domain to trusted retainers in a traditional feudal arrangement. However, he is best remembered as being a religious zealot who came under the influence of the Church of Agrik in Golotha. Most of the fighting orders of Agrik that now hold lands in Rethem received them from Nemiran. He was assassinated in 681.

NENDA Keep [K5]

Realm: Kaldor **Holder:** Baron Hirnen
Population: 350 **Liege:** King of Kaldor

Originally called Habta Tower, Nenda Keep was built in 320 and rebuilt in 407 after the Kaldoric Civil War. Erelar Hirnen has a claim to the throne through his mother, Erelora (659–716), who was a younger sister of King Miginath. An ill-tempered man of 45, Erelar is not popular with his uncle or even with his own household.

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NEPHEN River [K5+]

The Kald's second greatest tributary. It rises near Mount Tezith, feeds and drains Lake Arain, and flows southwest to join with the Kald below Tashal. The Nephen is crossed by the Naniom and Ternua bridges. The Silver Way follows the river for part of its course.

NEPHSHIRE

A Kaldoric shire. The sheriff holds Bidow Keep, where the shire moots take place.

NERADAS of Shiran

The first autarch (636–343) of the Thardic League. Neradas commanded the Shiran Legion, a small elite army formed in 628 to guard and protect the Shiran Republic. When the Thardic League was formed between the Shiran and Coranan Republics in 636, Neradas was chosen as its first autarch. He formed the League army, known as the Autarch's Guard, and halted further expansion by Arlun the Barbarian at the Gomisen River after losing Menekai and Senun to the Kingdom of Rethem.

NETHIL River [I3]

This tributary of the Anoth River is fed by the glaciers of Mount Fomenien and flows northward, plunging over rapids to join with the Anoth near Leriel.

N'GARITH

An exquisite bowl of pure white jade believed to be of Earthmaster origin. This priceless work of art is possessed by the King of Kaldor and is said to change, forever, any who gaze within it.

NIGHT OF HIGH PERSPECTIVE

The 15th of each month (full moon), generally treated as a holy day by followers of Siem.

NIGHT OF GOLDEN TWILIGHT

The 15th of Azura. A special holy day for followers of Siem, it is the closest they have to an annual feast.

NIGHT OF SHADOWS

The most important holy night of the Navehan calendar, it occurs on the night of 30th Navek. On the following day (1st Morgat), also known as Shadowmath, Naveh and his minions can walk boldly in full daylight. This period is one of great apprehension for the general population. In some areas, ordinary folk stay indoors behind bolted doors and windows during this period.

NIGHT OF SILENT RENEWAL

The 30th of each month (new moon), generally treated as a holy day by followers of Siem.

NIGHT PEOPLE

The Night People are known for their strange customs and reputed mystical powers. They travel in family groups in black wagons festooned with brightly colored flags and painted images. There is usually a seer among them and they are great gamblers, dancers, and tellers of tales. They trade with locals, who are often fascinated by their exotic entertainments and strange revels. Some believe the Night People are favored by Naveh; killing or causing harm to one is considered an ill omen.

NIND, the Ox

A non-zodiacal constellation of the northern sky.

NINON, King of Melderyn

The third king (88–126) of Melderyn.

NIPHEL, Mount [G4]

The highest peak (8595') in the Rayesha Mountains. Viewed from Himod, the mountain has the profile of a sleeping bear. The Ymodi tribesmen consider it taboo and will try to prevent access to it for fear of "awakening the beast." Niphel is rumored to be a possible site of Lahr-Darin.

NIZUS [I5]

A cave complex in the Felsha Mountains inhabited by Gargu-viasal.

NJEHU

The Lord of the Gray Whales, a demigod and religious symbol of Sarajin.

NOLAH, the Dank Stalker

The Nolah, or Hârnic Troll, has an affinity for damp stone and earth and is sometimes called the Dank Stalker. Nolah are quite intelligent and are able to cast some kind

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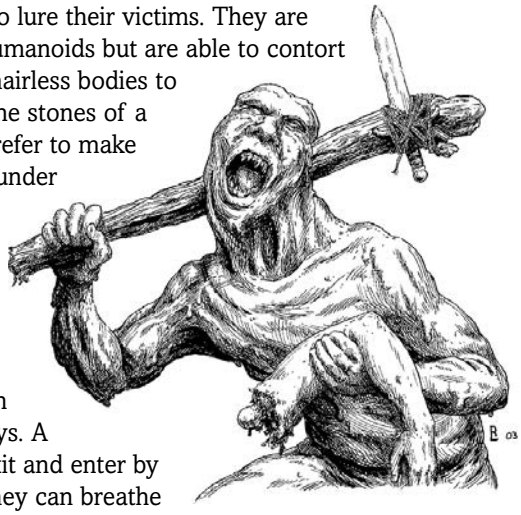
of "charm" to lure their victims. They are man-sized humanoids but are able to contort their moist, hairless bodies to fit between the stones of a wall. They prefer to make their homes under bridges or similar damp structures, in an enchanted "bubble" with no accessways. A Nolah will exit and enter by "flowing." They can breathe water and do not breathe at all while sleeping. Nolah will use weapons captured from their victims, but have no use for clothing or armour since most blows are absorbed harmlessly by their rubbery hides. They can only be slain by enchanted weapons. They are fascinated by gems and similar treasure, which they will hoard in their lairs. The Nolah is often used as a bugaboo to frighten children but they rarely venture into inhabited settlements, being solitary by disposition.



NOLOMAR

Kethira's sun.

NOLUS

The fourth month by Tuzyn Reckoning. Named after the sun, Nolomar, it is the first month of summer.

NOREASHIRE

A shire in the Kingdom of Kanday; the shire moot is at Quivum. The territory now held by the Thardic Republic as the province of Eidel was formerly part of Noreashire, but was lost to Kanday during the Kuseme War (412–413).

NORIENAR Keep [D7]

Realm: Rethem **Holder:** Constable
Population: 365 **Liege:** King of Rethem

A royal keep in Parachshire, Norienar was built in 438 as a residence for the governor of the Corani Empire's Rethem Province. The fortifications were upgraded by Arlun the Barbarian between 648 and 651. The present constable is Sir Dorin Metsellan, a loyal, tough, and competent soldier. He is thought to be the king's most likely choice to fill the currently vacant office of Lord Marshal of Rethem.

NORON Keep [J3]

Holder: Noron **Population:** 160

Noron's Keep is an isolated, independent stronghold at the northern end of the Sorkin Mountains near the source of the Kald River. The keep is held by Noron, a seven-foot-tall humanoid who is one of the Pradeyalkri. Rumored attributes of this half-giant include immortality and the ability to shape-change. He and his 11 sons, all more than six feet tall, rule some 30 families of serfs of Taeldan origin who have much greater freedom than in most feudal settlements. The major form of recreation for this unusual clan is the extraction of excessive tolls from users of the trail, sometimes as much as half the goods carried; few argue. However, Noron has been known to refund the toll if travelers (who are generally lodged for the night in his huge barn) can spin a good yarn. Noron is wisely treated as being of noble status by most visitors. If he takes a liking to a party, he is inclined to treat them as guests, provisioning them as necessary, sometimes most generously.

NORON'S WAY [J4+]

The trail from Gardiren north to Lorkin via Noron's Keep. The trail is little used by other than complete idiots and a few veterans known to, and liked by, Noron. The Taelda tribesmen do not generally interfere with travelers on this trail, perhaps by arrangement with Noron.

NORTH STAR (see ZEXUS)

NORTHAVEN WHARF

The northern waterfront of Golotha, notorious for the "floating town" under the wharf, where as many as a hundred moored boats form a virtually separate community with laws unto itself.

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NORU Keep [E7]

Realm: Tharda **Holder:** Noru Cohort (2c)
Population: 725 **From:** Gerium Legion

Noru Keep was built in 312 on the site of a Corani tribal fortification. There is an ancient burial ground on the island in the Thard west of the settlement. The district legar is Abena Tholtha, clanhead of the Tholtha clan and avid supporter of Borisir Wytel, the powerful magistrate of Gerium Province. Noru Cohort has five companies, two at Gerium and one each at Conner, Vil, and Zulor. The cohort commander is Sinazar Cosele, a member of the district's second most prominent family, arch rivals of the dominant Mariam clan. Sinazar, 38, resents being subordinate to his youthful 20-year-old legion commander, Jithias Mariam. With one eye on the post of provincial marshal, he covertly supports Borisir Wytel in the magistrate's campaign to remove Jithias from office.

NUBETH Keep [K5]

Realm: Kaldor **Holder:** Baron Elorieth
Population: 355 **Liege:** Earl of Qualdris

The keep was built in 420. The baron, Dwyn Elorieth, is 62 years old and in declining health.

NUEM River [M8]

A river rising in the Anadel highlands and flowing southeast into the Sea of Ivae. It is the *de facto* southern border of Melderyn's mainland possessions.

NURELIA, Kingdom of

The kingdom founded by Sanric I in 125, in what is now northern Kaldor. Soon after its establishment, the kingdom found itself plunged into the Migration Wars, but it was the Kingdom of Kaldor that finally extinguished Nurelia in 235–236, when Kalabin of Kaldor obtained the Nurelian crown. Four kings ruled Nurelia, all of the House of Ethelyen:

Sanric I	125–140
Sanric II	140–172
Brant	172–207
Lotin the Grey	207–235

When Lotin the Gray passed on, a baronial revolt ensued against perceived bad government. Lotin's son (who would have been Brant II) tried to take the throne but a group of barons offered the crown to King Kalabin of Kaldor. Not all barons wished to see a foreign king, but Kalabin silenced any remaining dissent at the Battle of Olokand in 238.

NURISEL Castle [M10]

Realm: Melderyn **Holder:** Earl of Nurisel
Population: 2,040 **Liege:** King of Melderyn

Nurisel is the principal seat of Earl Sunoril Thabel and the second-largest settlement on Melderyn island. Nurisel was settled by the Jarin more than 2,000 years ago but standing stones and other evidence suggest even earlier occupation by the mysterious Henge Culture. Around 215 BT, Nurisel was the capital of Bradene, one of the Five Kingdoms that eventually merged to form the Kingdom of Melderyn. The present earls are direct descendants of the Bradene kings. Nurisel has a well-deserved reputation as a center of learning; there has been a Lyahvian Chantry here for more than 1,700 years, a Save-K'norian seminary for almost 500 years, and a college of the Pilots' Guild for more than a century. Like many of his ancestors, Earl Sunoril Thabel, 53, studied at a chantry of Arcane Lore in his youth. He is an insightful, intelligent lord with a reputation for coldness and formality. He is also an influential member of the Melderyni Council of Eleven.

NUTHELA [I3+]

A hilly, forested, wilderness plateau between Kaldor and Orbaal. The Anoa inhabit the northern half of the region, the Taelda the south. Two major trails cross the plateau, one from Olokand to Leriel (Fur Road), the other from Gardiren to Lorkin (Noron's Way).

NUTHUK

A disorderly assortment of gargun bands in western Nuthela and the northern Felshal Mountains. The Nuthuk are mostly Gargu-arak, but there is a minority of Gargu-hyeka bands and a very small number of Gargu-kyani.

NUZYAEL

The first month of the year by Tuzyn Reckoning; named after the moon Yael, it is the first month of spring.

NYRENALIS, King of Chybisa

The seventh king (350–354) of Chybisa.

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OBEO, Cape [M6]

A hilly, wooded headland on the east coast of Hârn. The cape is rarely seen except by seafarers.

OBEW, Mount [H4]

A majestic peak (8779') at the northern end of the Felsha Mountains. The massive Obew Glacier flows down the northeast slope to feed the Anoth River.

OBODU HILLS [B4+]

A region of very rough terrain in northwest Peran. The Obodu Kubora are especially fierce and proudly claim Arlun the Barbarian was one of their number.

OBRAS, King of Rethem

The second monarch (656–672) of the Kingdom of Rethem. When Arlun the Barbarian died in 656, his son, Orbras, became the new Rethemi king. He had little of his father's leadership capabilities. Within a few months, the wild tribes of Peran renounced their loyalty to Obras and the region withdrew from the kingdom to maintain its rugged independent status of today. Obras was then faced with a series of internal revolts and rebellions that almost destroyed the young kingdom. This much-harried king was slain in 672 while putting down yet another rebellion at Tormau, leaving his kingdom in chaos to his son, Nemiran.

OCHRE WOMB, Order of the

A clerical order of the Church of Ilvir based at Araka-Kalai. The order is actually located in the village of Ochrynn, a religious community a half league northwest of Araka-Kalai, where they maintain a temple. The original order may have been established as early as 284 BT and was the largest Ilviran sect until Ochrynn was destroyed by a gargun swarm in 298 TR. Surviving priests fled to Leriel, but the order was reestablished at Ochrynn in 361. The Ochre Womb has always been plagued with internal dispute about proper Ilviran doctrine. A faction broke off to found the Order of Sudelrhynn in 180TR. More recently, another dissident group of clerics founded the mysterious Dark Order (see ARAKA-KALAI) in 692.

OCTAGONAL PIT, The

The huge, symbolic fire pit that is a central ceremonial feature in many temples of Agrik. The pits represent a mystical opening into the heart of the planet and into the heart of the god. The fires are kept burning constantly and many items are cast in….

OCTAGONAL PIT, Order of the

An Agrikan clerical order headquartered in Golotha. The order sponsors the so-called fighting order of Demon Pameshlu the Insatiable. Both orders are almost solely concerned with the operation of the Pamesani arenas in Golotha, Shiran, Coranan, and Shostim.

ODIVSHE

The convocation of the Shek-Pvar with an elemental base of water, ice, and darkness.

OHETIS Keep [E8]

Realm: Kanday **Holder:** Baron Julor
Population: 435 **Liege:** King of Kanday

A barony in Daenshire. The keep was built in 621 by Andasin I, the first King of Kanday. In 655, King Ashenan created the barony and granted it to Vordi Julor. In 669, Vordi was raised to Earl of Kuseme as a reward for his actions during the Five-Year War. In 712, Vordi's grandson Ernald involved Kanday in the Kuseme War and lost most of his lands. Ernald still privately styles himself Earl of Kuseme although the title is officially lapsed. The baron is generally unpopular at court and is given to foolish and arrogant pride.

OLOKAND Castle [J5]

Realm: Kaldor **Holder:** Sheriff of Meselyne
Population: 900 **Liege:** King of Kaldor

The shire moot of Meselyneshire, Olokand guards a sturdy wooden bridge across the Kald River and is the southern terminus of the Fur Road. Olokand was built in 128 as Sanric Tower and rebuilt as a castle between 379 and 384. It is the ancestral seat of Clan Elendsa, the present royal house of Kaldor, which gained the throne in 603. The king still has the title of Earl of Olokand and King Miginath spends about one-third of his year in residence. The sheriff, Maldan Harabor, is the eldest bastard son of the king. He is a ruthless man whose ambition to inherit his father's throne is undoubted.

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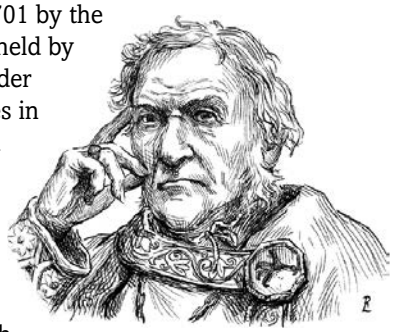
OLRUI

A parasitic fungus found on dying trees that smells a bit like cinnamon. It has some medicinal value.

OMNIS Keep [E7]

Realm: Rethem **Holder:** Baron Sayorsaxe
Population: 260 **Liege:** Earl of Techen



Omnis was built in 701 by the Earl of Techen and was held by a constable who died under mysterious circumstances in 716. Since the earl was a ward of King Chafin III at this time, the king took the opportunity to create a powerful new barony and award it to a loyal friend, Jasyph Sayorsaxe, who is also the Chancellor of the Exchequer. Sir Jasyph spends very little time at Omnis. Although technically a vassal of the Earl of Techen, his loyalties are with Chafin III.

OMONO

The beggar who seeks enlightenment but receives only alms. An aspect of Save-K'nor.

ONA-SETRUM

A deep pit with labyrinthine side caves near Olokand in Kaldor. It is also known as Murath's Pit. A baleful howling is often heard issuing from the pit, which is said to be the lair of Murath, a demonic servant of Ilvir who is fond of rotten flesh. The pit is sometimes used to execute criminals.

ONDEN Keep [L7]

Realm: Chybisa **Holder:** Constable
Population: 250 **Liege:** King of Chybisa

The original holding of Clan Geledoth, the current royal clan of Chybisa, Onden Keep is held by Sir Balesir Geledoth, crown prince of Chybisa. The young and handsome prince is popular with many Chybisan lords for his generous nature, but he is also a dedicated womanizer. His innumerable sexual dalliances have rewarded him with syphilis, a disease with no known cure.

ONDEN River [M7+]

A tributary of the Efesir River that rises in the mountains of Anadel.

ONTUR Keep [M7]

Realm: Melderyn **Holder:** Baron Jothysan
Population: 800 **Liege:** Earl of Elorin

Ontur was a tribal settlement fortified during the Kingdom of Elorinar. A stone tower was built in 232 but was severely damaged by flooding in 411. The present keep dates from 416. In 705, a small Orbaalese force attacked Ontur but was driven off after raiding and burning the village. Tobrin Jothysan, Baron of Ontur, took an active part in the defense and still points proudly to five captured Orbaalese round shields that decorate the walls of his hall. One of these bears the arms of Clan Djagg of Gyfyn.

ORBAAL [H2+]

The name of the northernmost region of Hârn, formerly called Jara, and of the kingdom located there. The region's geography is dominated by the Jahl Mountains and numerous fjords.

ORBAAL, Kingdom of

A pre-feudal state in northeast Hârn ruled by King Alegar II from Geldeheim. The region was formerly called Jara until the Kingdom of Orbaal was proclaimed in 686 after the Ivinian conquest of the indigenous Jarin. It is a very unstable realm, where less than 8,000 rowdy and ungovernable Ivinians have subjugated about 65,000 rebellious Jarin. Orbaal is really a host of semi-independent squabbling clan domains, the smaller of which owe tribute to more powerful clans who, in turn, owe it to the king in Geldeheim. Some call the larger domains "kingdoms" and the king at Geldeheim an "overking" or "pendragon," but the Orbaalese are not as formal about titles as the rest of Hârn.

The basic unit of Orbaalese society is the clan, ruled by a Valhakar (clanhead) who is aided by the Thrangaad, a council of all males with three or more wives. The latter elects the former, but any member of the Thrangaad has the traditional right to challenge for the leadership by trial of combat. There are no fixed rules of succession.

Orbaalese clans are constantly squabbling and fighting among themselves, each going their own way with very little interference from the king, whose only real claim to the crown is that he has the biggest and most powerful domain. Ninety percent of the population is still Jarin, most serving as slaves and thralls (serfs) to their Ivinian masters, although a few still hold land. This racial stratification has led to serious tensions in Orbaalese

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society and there have been several Jarin rebellions, which were put down only with considerable bloodshed. The landholding Jarin are a significant divisive faction, with some promoting unrest and plotting the expulsion of the hated "barbarians" from their native soil.

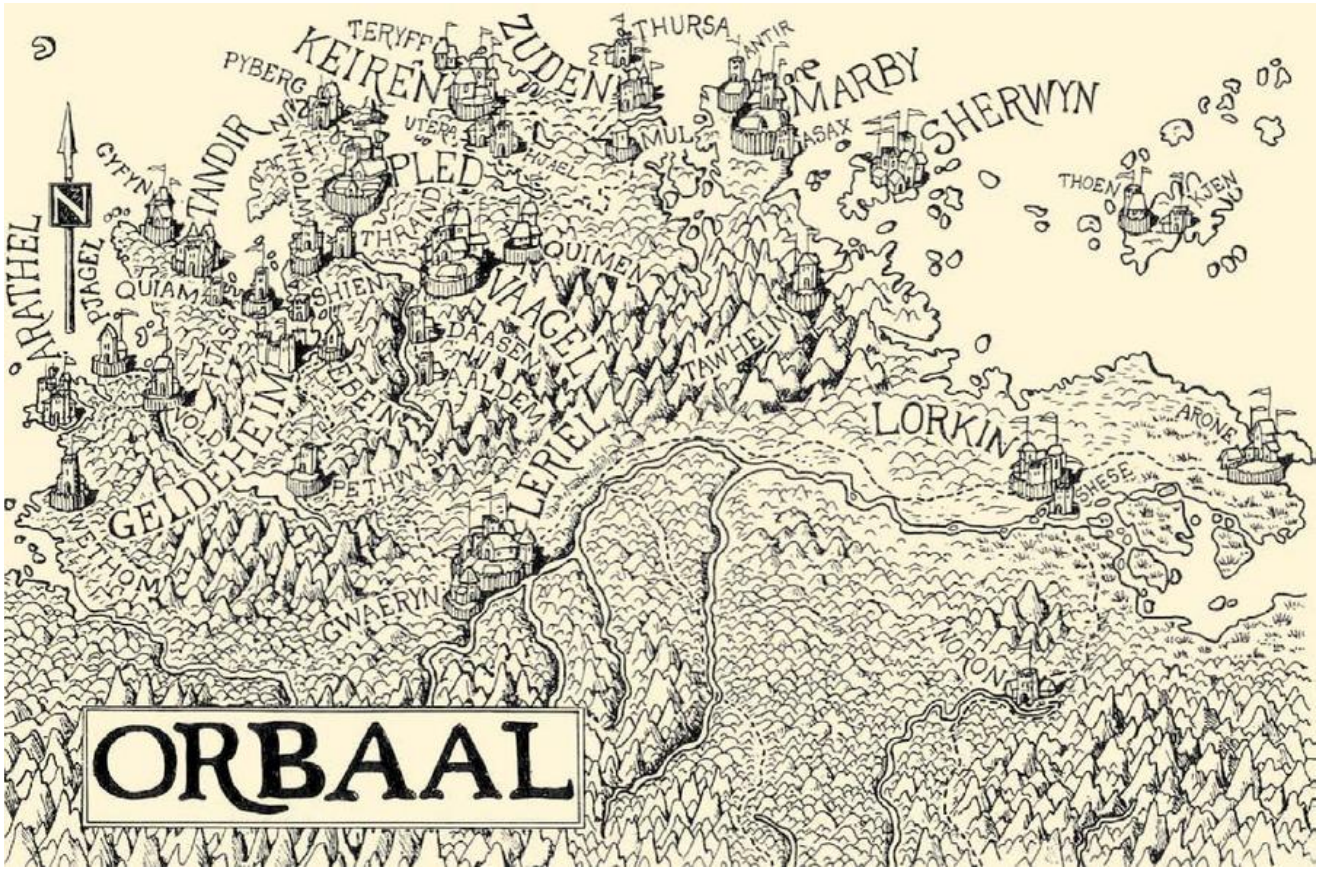
DOMAIN	CLAN	DOMAIN	CLAN
Geldeheim	**Taareskeld**	**Marby**	**Serewyn**
Ebein	Gydasael	Antir	Fyrdael
Fjaga	Staeld	Asax	Atejaal
Shien	Hammarkel	**Pled**	**Storzand**
Zynholm	Saargax	Pyberg	Algaar
Arathel	**Cyeen**	Thrand	Trajaka
Pjagel	Baelinsen	**Quimen**	**Crimson Dancer**
Vold	Maaren	**Sherwyn**	**Sherwyn**
Wethom	Kyrodwe	Kjen	Ekkart
Keiren	**Galbart**	Thoen	Mordauk
Hjael	Erlanger	**Tandir**	**Verakaar**
Teryff	Sirajud	Gyfyn	Djagg
Utera	Laksit	Quiam	Burgastau
Leriel*	**Marwyn**	**Tawheim**	**Zwaiga**
Gwaeryn*	Aeryn	**Vaagel**	**Karolaan**
Pethwys*	Weymyss	Aaldem	Taaresaar
Lorkin	**Geldestaar**	Daasen	Daasen
Arone	Hulthard	**Zuden**	**Ruindael**
Shese	Haidaar	Mul	Gurtak
		Thursa	Sardosk

* Jarin-held domain

At its base, Orbaalese society is essentially the same as that of the rest of Hârn. Scattered around the major settlements are dozens of small villages, many of them fortified and all governed by relatives or trusted retainers of the great clan. Most of the land is worked by Jarin thralls.

The rural settlements owe tribute to the ruling great clan of a nearby keep or castle. At these settlements, there will likely be a number of clans who may not hold any land at all. These will have their own economic specialities and will enjoy monopolistic rights over their activities; these are the Orbaalese equivalent of guilds. Young men and women who wish to undertake an occupation not practiced by their own clans may be adopted by another clan in an elaborate ceremony.

Women marry out of clan and command high bride prices, so high that many men are unable to marry. One of the inevitable results of this is that many of the young men venture forth to seek their fortunes in foreign lands; money earned in this way is their own property and may be used to purchase brides. A clansman who serves the clan with distinction is often rewarded with a purchased bride, but most will not wait on the generosity of the Thrangaad. Only about half those who emigrate return to their homeland.



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All Ivinian males are trained in arms but the Jarin thralls are forbidden any weapons. The noble clans generally maintain a standing army of their own members and of warriors received as tribute from tributary clans.

The Ivinians are best known for their piracy, a tradition that all coastal peoples in northwestern Lythia have come to dread. In hard economic times, various clans take to the sea in their dragonships and go viking, that is, raiding and pillaging coastal villages and towns. The golden age of viking may have passed, yet recent attempts to sack Thay were a potent reminder that the mercenary sea power of Ivinian clansmen is still to be feared.

There have been three Orbaalese kings since 686, all members of clan Taareskeld of Geldeheim:

Hagined	686–692
Alegar I	692–714
Alegar II	714–present

King Alegar II faces considerable problems ruling his fractious realm. Both the Ivinians and Jarin are freedom-loving, rowdy, and rebellious. In addition, the Ivinian kingdoms of Rogna, Menglana, and Seldenbaal all regard Orbaal as a colony and periodically demand tribute, although none has been given for many years.

ORBAAL HERALD

The chief herald of Orbaal, resident at the Gray Whale College of Arms in Geldeheim.

ORGAEL

The ruling house of Kaldor from 362 to 406, founded by Fierth the Usurper. The second and last Orgaelan monarch was Fierth's son Uthred.

ORGAEL WOOD

The notorious woods north of Tashal where hundreds of gibbets hang from the trees. Not only do these contain the remains of deceased criminals, they are also used to punish the living for minor crimes. Two days and nights locked in an Orgael gibbet is a punishment not soon forgotten.

ORMAUK

The secret tongue of the Church of Morgath.

ORSIN, King of Pagostra

The second and last king (134–116 BT) of the Kingdom of Pagostra.

ORTHAS (see TIRITH)

OSEL River [J6+]

The longest tributary of the Kald River. The Osel rises in the southern end of the Sorkin Mountains and flows generally northwest to join with the Kald 18 leagues downstream from the city of Tashal. The Osel is the effective southern boundary of the Kingdom of Kaldor, although the kingdom claims a large territory south of the river known as Oselmarch, territory that is also claimed by Chybisa and the resident Pagaelin tribes.

OSELBRIDGE [K6]

An old stone bridge on the Genin Trail, thought to have been built by King Orsin of Pagostra before his kingdom was absorbed into Kaldor in 184 TR. It is the only crossing of the Osel River. Ownership of the bridge has been in dispute for centuries, with the north bank being within the Kingdom of Kaldor and the south bank claimed by both Kaldor and Chybisa. The bridge has been held from time to time by Kaldor, Chybisa, and local Pagaelin tribesmen, but none have established real authority here. The Mercantylers' Guild runs a trading post at the north end of the bridge and has ambitious plans to expand the post into another Trobridge Inn. The site is also a favorite rendezvous for tribesmen, adventurers, brigands, and riffraff. Baron Firith of Kobing, the Warden of Oselmarch, would like to build a keep at Oselbridge, but the approval of King Miginath has so far been withheld.

OSELMARCH

One of two marches in the Kingdom of Kaldor. Baron Orsin Firith of Kobing is the warden of Oselmarch. This territory is also claimed by the Kingdom of Chybisa.

OSELSHIRE

One of seven shires in the Kingdom of Kaldor. Hutop is the shire moot and residence of the Sheriff of Osel.

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OSTENOR Keep [F7]

Realm: Tharda **Holder:** Ostenor Cohort (2c)
Population: 675 **From:** Coranan Legion

Ostenor Keep is a relatively modern structure dating from 642. It replaced an imperial fortress that had been built in 413 on the site of an old Corani settlement. This fort was destroyed during the Balshan Jihad. There are numerous barrow graves and stone cairns in the vicinity. Locals claim that the shades of Corani warriors can be seen to march through the town on the night of 30 Navek. Attempting to witness this phenomenon is deemed to be the greatest of follies. The district legar is Rolur Onaxis, a friend of the powerful Nordakas from Telen. Two of the Ostenor Cohort's four companies are based at Ostenor, the others are at Helost and Telliran. The cohort commander is Harmon Kainel, one of the leading candidates for appointment as Warden of Coranan.

OSTLERS' Guild

These guildsmen have a monopoly over the breeding, care, and sale of horses. A master ostler will be an expert stable master, tack maker, horse veterinarian, and breeder. Shoeing of horses is also done by ostlers, using shoes bought from metalsmiths. Any competent ostler is highly respected and well paid. Most freemasters work in partnership with, or are bonded to, an innkeeper. Noble households find a bonded ostler indispensable. There will invariably be a fenced Ostlers' Common where horses are grazed outside each town. Individual ostlers may also own private pastures near their stable yards. A charge of 1d will usually stable one horse overnight, including feed.

OTTENBOEN, Mount [I2]

A peak (6256') in the eastern Jahl Mountains.

OUTLAW

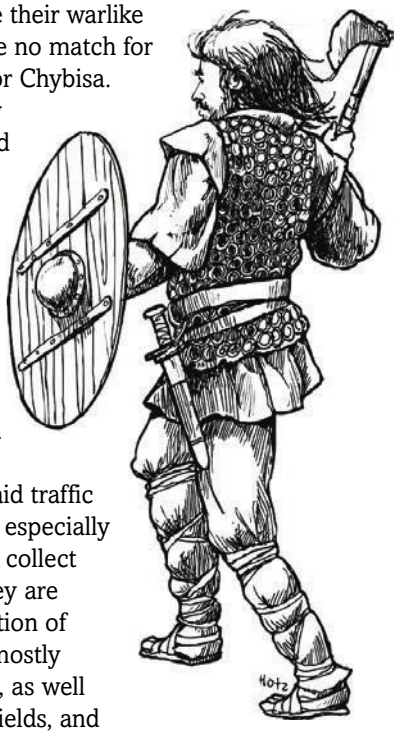
A term derived from the vendetta law system, an "outlaw" is one with no relatives to offer protection, as opposed to an "inlaw," or relative by birth or marriage. The term is also used to refer to one who has broken the law and is wanted by the authorities; the miscreant is declared "out of the law," meaning that anyone can kill the criminal without fear of prosecution.

OVIEN River [I3+]

A major tributary of the Anoth River, the Ovien is fed by the snows of Mount Wynan, Hârn's highest peak. The river flows swiftly northwards from the Felsha Mountains, plunging through rapids and crossing Nuthela to join with the Anoth. The Fur Road crosses the Ovien at a ford likely to be guarded by a troublemaker or two.

PAGAELIN, The

The nomadic tribal nation dwelling roughly between the Osel River and Setha Heath. There are approximately 120 tribes of 60–240 members. Women are respected but are deemed inferior. Many tribes are mounted on ponies and horses but, despite their warlike nature, the Pagaelin are no match for the knights of Kaldor or Chybisa. The tribes occasionally raid their more-civilized neighbors and fight incessantly among themselves. When the tribes are united under one strong leader, they have been known to attack the outlying settlements of Kaldor and Chybisa. Seven or eight of the tribes are inclined to raid traffic on the Genin Trail and especially to ambush caravans or collect tolls at Oselbridge. They are armed with a combination of homemade weapons, mostly bows, spears, and axes, as well as captured swords, shields, and armour. The Pagaelin are heavily under the influence of a heretical Navehan sect based at Bejist.



PAGOSTRA, Kingdom of

One of the so-called Seven Kingdoms, founded in 137 by King Hain (137–166) of the House of Parlis. Hain's heir, Orsin (166–184), was unable to maintain Pagostra's independence. In 184, he swore fealty to Medrik I of Serelind in payment for his aid at the Battle of Kobing.

PAKARA

A tournament held during Ukhila between champions of the Agrikan fighting orders. The winner earns the title Maparas and earns the right to bear the enchanted sword Juka-Melbesa for the ensuing eight years.

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PALACE OF GULES

The College of Heralds serving Tharda, the palace is located in Coranan and residence of the Herald of the Red Dome.

PALITHANE

A kingdom in Lythia, beyond Emelrene.

PAMESANI, The

The games held each Yaelah and Yaelmor in the cities of Golotha, Coranan, Shiran, and Shostim. The games are organized by the Order of the Octagonal Pit, an Agrikan clerical order, and are frequented by a wide cross-section of spectators. The games started in Lythia as quasi-chivalrous combats between champions of minor factions, a sort of public dueling, but over the past century have grown more violent and perverted. Popular events include female slaves, bound and helpless, being raped or savaged by a variety of wild beasts; quartering contests to see which horse team can pull hapless captives into the most equal of parts; and torch-carrying races where the victor has the honor of setting alight a bonfire atop which is chained the last racer to finish. In short, under the careful management of the priests of Agrik, few acts of depravity are left undone in the name of entertainment. Admission ranges from 1 to 12d. There are few empty seats.

PARACHSHIRE

The second largest of three shires in the Kingdom of Rethem. The shire moot is Shostim, which is also the principal residence of the king. The Constable of Shostim, who governs Shostim in the king's absence, is also the Sheriff of Parach.

PARIOS Keep [M7]

Realm: Melderyn **Holder:** Constable
Population: 325 **Liege:** Earl of Elorin

Parios was a tribal settlement first fortified during the expansion of the Kingdom of Elorinar in the late second century. There are several large barrows in nearby Korin Downs thought to be the graves of ancient chieftains. The constable of Parios is Sir Molkin Ematha. He is a tough and unimaginative man of 50 who is unswervingly loyal to the Earl of Elorin at Harden.

PARNAM Keep [M7]

Realm: Melderyn **Holder:** Constable
Population: 355 **Liege:** Earl of Biren

Parnam was built in 423 on the ruins of what is generally believed to have been an abandoned tribal settlement. Since 630, it has been held by the Earls of Biren (see GYTHRUN). The constable is Sir Denyl Lakner, 65, a knight who holds a local manor in his own name.

PARNAN Castle [G6]

Realm: Tharda **Holder:** Kom Legion (2c)
Population: 825 **From:** Thardic Senate

Parnan is the district and provincial capital of Kom Province in the Thardic Republic. The castle was built on the site of an ancient tribal hill fort during the Corani Empire. It was the capital of the old Federation of Kom, annexed by the Thardic League in 654. Today, Parnan is the headquarters of the Kom Legion, which has a strength of 14 companies, four each in the Parnan and Dumon Cohorts and six in the Stimos Cohort. The marshal is Senator Xeldon Pesed, 35, clanhead of the province's most powerful family. He is humorless, conscientious, and, in the words of one senatorial wit, "very unkomly." Xeldon trusts few men and has made the Kom Legion something of a private army by ensuring that all cohort commanders are his own relatives; the commander of Parnan Cohort's four companies is his younger brother, Klodel Pesed. The magistrate's post has been haggled over in the senate since Ilvin 719. The primary contender for the post is Sadar Calasain, but his clan are ancient enemies of the Peseds, who have successfully blocked his appointment in the senate.

PAROGAR, King of Kephria

The second king (145–162) of Kephria.

PATREL [L9]

The tribal moot of the Hodiri. The entire Hodiri nation gathers here for about three tendays in early spring to trade goods, news, and women. Tribesmen also meet spontaneously at Patrel throughout the year, for it is considered a sanctuary where all are safe from attack.

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PAZEL [L4]

A cave complex in the Sorkin Mountains inhabited by Gargu-hyeka.

PECH River [F6]

A river rising in the southeast Rayesha Mountains, flowing south and then east over rapids and falls, before draining into Lake Benath. The river is used to transport iron ore from the mines at Hikun to Stimos.

PEDEN Keep [F6]

Realm: Tharda **Holder:** Peden Cohort (2c)
Population: 780 **From:** Shiran Legion

Peden was a Shira tribal fortification built in the futile hope of preventing Corani expansion. Emperor Arosta captured it with ease and built the present keep with tribal slave labor. The district legar is Julwyne Luridel, a corrupt if competent administrator. Two of the Peden Cohort's four companies are based here, the others at Bout and Pekimeinar. The cohort commander is Grandel Khonary.

PELEAHN

The convocation of the Shek-Pvar whose elemental base is fire.

PELIRYN River [G3+]

A river in Himod formed by the joining of the Weben and Foy rivers. The river valley is jealously guarded by the fierce and independent Ymodi peoples.

PEMETTA River [E4]

A river formed by the confluence of the Uthel and Suthen rivers and flowing into the Sea of Tirpal. The river is considered to be the border between Equeth and Peran.

PENDETH Keep [K5]

Realm: Kaldor **Holder:** Constable
Population: 370 **Liege:** Earl of Gardiren

A fief in Vemionshire held by a constable for Earl Curo of Gardiren. The keep was built in 504. The constable, Sir Garath Ruseller, is a drunkard. His son, Taran, is the *de facto* constable and he is barely competent.

PENDOS, Gulf of [C6+]

A sheltered body of water between the Tirsa Islands and the coasts of Peran and Rethem.

PENDRAGON

Generally, a name given to any king elected to office by his chief subjects. On Hârn, the ruler of Melderyn and, more rarely, of Orbaal are sometimes titled pendragons.

PENULTIMATE TOME

A mythical book said to contain the secrets of the Earthmasters. Since no evidence of their written language has ever been found, the *Penultimate Tome* may not be of Earthmaster origin, and may not exist at all. Despite this, Lothrim's search for it led to the Carnage of Kiraz. The term is now most used to describe whatever tome was buried in Lothrim's Tomb.

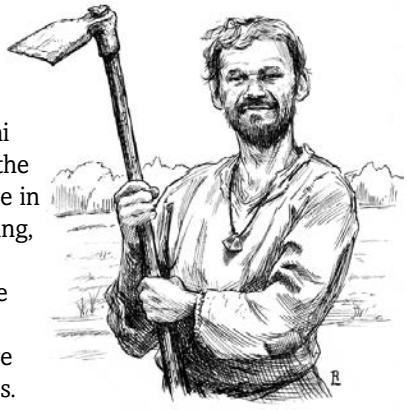
PEONI

"The Restorer and Bringer of Life, Maker of Balms, Lady of Truth, Daughter of White Virtue, Guardian of the Meek, Lady of the Ripe Harvest, Confidant of Lovers, Chaste Lady of Honest Love."

Peoni is the most popular deity among the peasantry. She is the patron goddess of healing and agriculture, the poor and lovers. She requires of her adherents a strict moral code of gentleness and kindness to others, but is forgiving of those who transgress. She is most often represented as a young girl with gentle hands worn red from hard work. Peoni is symbolized by any of several spring flowers or the fruits of agriculture. It is said that she prefers white flowers and the daisy is her favorite.

The countryside is dotted with peasant-made shrines to Peoni where clerics find shelter and warm hospitality. The clerics are divided into two orders, the Balm of Joy (female) and the Irreproachable Order (male). Peonian clerics are celibate and the orders usually have separate temples. The primate of Peoni for Hârn is the grandmistress of the female order; her seat is in Thay. The seat of the pontiff is Perna, in Trierzon; the office alternates between male and female priests.

The Church of Peoni is always verging on bankruptcy; most of its wealth, gathered mainly through donations, is distributed among the poor. Large temples have houses of healing on the grounds. They are open to anyone of pure heart and patients pay according to their means. The clerics will most often be found among the poor and sick, blessing their labors and easing their tasks with boundless comfort.



The clerics of Peoni change their grab with the season. They wear white in the winter, green in spring, beige in summer, and yellow in autumn. While Peoni is swift to forgive laymen, strict morals are required from her clerics.

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TITLES IN THE PEONIAN CHURCH	
Hapalan	Pontiff
Pelclunia	Cardinals
Mepeleh	Primate
Sulaplyn	Bishop
Pelnala	High Priest/Priestess
Ebasethe	Temple Priest/Priestess
Reslava	Mendicant Priest/Priestess
Esolani	Acolyte

PEONU

The second month of the year by Tuzyn Reckoning; named after the goddess Peoni, it falls in the middle of spring.

PERAN [D5+]

A densely forested region of northwestern Hârn. This is the largest tract of wilderness on Hârn and the range of the Kubora nation. The region was once loosely held by the Corani Empire, but the imperial forces were driven out after the massacre of Kustan in 477. Peran tribesmen, led by Arlun, known as the Barbarian, conquered northwest Tharda and founded the Kingdom of Rethem in 635. When Arlun died, the Kubora federation collapsed and they withdrew once again, squabbling, to Peran.

PERATH River [C5+]

A river in the central highlands of Peran that flows southwest into the Gulf of Pendos. The river is little used except by Rethemi seamen trading with the Kubora.

PERELYNE OF TENGELA, Saint

First pontiff of the Church of Larani.

PERFUMERS' Guild

A guildsman involved with the manufacture and sale of soap, perfume, incense, and similar products. Some temples have a special dispensation to make such products themselves, but most buy from local perfumers. The guild is highly secretive about its arts. The perfumers of the city of Shiran are famous for their subtle essences, which are widely exported.

PERISHIRE

A shire in the northwest of the Kingdom of Kanday; the shire moot is at Imiden. Ezar's War added large tracts of land to this shire, a loss Rethem's King Chafin III intends to avenge.

PESINO [H7]

A site of Earthmaster origin located in the western Shava Forest within the borders of Evael. The Sindarin, who have explored the site extensively, found the Earthmaster artifacts there to be of alarming potency. Some were removed and the site has been sealed by elven enchantments and is watched by the Sindarin. Intruders will be taken captive and interviewed. Those found to be "moral" will be escorted to the frontier and advised never to return. Those judged as "evil" will have all memories of Pesino erased; they will experience a feeling of extreme revulsion if they ever attempt to return to Evael.

PETHWYS Keep [H2]

Realm: Orbaal **Holder:** Clan Weymyss
Population: 465 **Tribute:** Leriel

Built in 461, Pethwys is one of three major settlements still held by Jarin lords. Felan Weymyss, 41, is given to fits of sullen moodiness. His younger sister, Mythyl, was married in 712 to King Alegar II as an assurance of peace, but died under suspicious circumstances in 719. Felan believes, with cause, that her death was plotted by Bryna Telthaal, Alegar's newest wife. Felan is contemplating revenge, which may precipitate a second Jarin Revolt.

PHIRA Keep [E7]

Realm: Rethem **Holder:** Constable
Population: 275 **Liege:** Earl of Techen

A fief in Zabinshire, Phira was built in 592 by a notorious brigand, Hargar, on the ruins of an old Corani Empire river fort. Captured by Arlun the Barbarian in 638, Phira was a royal keep until Nemiran granted it to the Earl of Techen in 675. The constable is Sir Dernik Webstal, a third cousin of the earl.

PHYSICIANS, Society of

The society of physicians is a loosely organized body with a wide variation in expertise among its masters. Some are incompetent, but cheap, quacks, while others are very skilled and quite expensive. A freemaster physician can take on as many apprentices as he wishes with little or no reference to the guild. Little effort is made to maintain any standards, although a physician who maims or kills too many people will experience severe difficulties staying alive. There are no journeymen nor are there bonded masters in any real sense; physicians may operate as freemasters or under contract to an employer as they deem appropriate. Many physicians are associated with the church of Peoni. It is widely believed physicians dabble in magic; some do.

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Most physicians confine their talents to the treatment of minor ailments. Fees charged vary dramatically with the skill and reputation of a physician, but would typically range from 3d for minor "first aid" to sums in excess of 240d for major surgery. Medicines (provided by the Apothecaries' Guild) and hospital services (which are rare) may double or triple their fees.

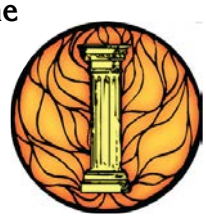
PIA-GARDITH, Order of the

An obscure minor clerical Ilviran sect that operates the temple in Golotha. The order has few adherents and is involved in procuring Ivashu for the Pamesani Games.

PIKE

A spear 10 to 14 feet in length. The pike is a mass infantry weapon requiring special tactics (and a lot of courage) to be effective. Hardly ever seen in western Lythia, and almost never on Hârn.

PILLAR OF FIRE, Order of the



The clerical sect of the church of Agrik that sponsors the Companions of Roving Doom fighting order. In 717, the order's only temple, with most of the members inside, was razed during a "misunderstanding" with the Agrikan primate, Klyrdes Bisidril. No more than a few dozen priests of the order survived, and only then by fleeing. Their "temple" now moves secretly from one place to another. Priests of the order never reveal their allegiance to outsiders and will attempt to kill anyone who learns of their identity or the temple's current location. The order intends to assassinate the primate at the first opportunity. It is generally accepted that the order, like other Agrikan sects, was plotting to seize the primacy when it was purged. Their sponsored fighting order have not given a high degree of loyalty since the crisis.

PILOTS' Guild

Pilots are navigators who direct ships from one port to another. Although the captain decides on the destination, it is the pilot who actually navigates the vessel, decides how much sail to use, calculates positions, and lays courses. All seagoing vessels longer than 30 feet are required to carry master pilots, except for locally registered fishing vessels and Ivinian vessels, which have somewhat different requirements.

Every master pilot compiles a private rutter, a book that contains his accumulated knowledge of the sea. This item is carefully guarded, as its loss could easily bring disaster. Although the unauthorized possession of a rutter may carry the death penalty, their high value is an enormous temptation to thieves. A sizable reward is available for turning in a lost rutter at any Pilots' Guildhall.

Master pilots have wide discretion with regard to taking on apprentices. Most apprentices are seamen who have demonstrated an aptitude for learning. Apprenticeship generally takes nine years, the longest of any guild. There are no journeymen. For detailed information on piloting and ships, see the *Pilots' Almanac* publication.

PINIDE Keep [E8]

Realm: Kanday **Holder:** Baron Tertimas
Population: 390 **Liege:** King of Kanday

A fief in Urienshire, held directly from the king. It was built in 424 as a royal residence by the dissolute King Chernae of Aleathia. In 629, Ottan Tertimas became one of the first petty rulers in the Eryn valley to swear fealty to Andasin II. Clan Tertimas have traditionally been strong supporters of the house of Kand. It is sometimes said that "when the king's dog growls, the barons of Pinide bark." The present baron is Stennis Tertimas, 51, a fleshy man whose bluff manner masks a sophisticated mind.

PITECH, Mount [I4]

A peak (7654') in the northeastern Felsha Mountains.

PITS OF ILVIR, The

A name for Araka-Kalai.

PJAGEL Keep [G2]

Realm: Orbaal **Holder:** Clan Baelinsen
Population: 445 **Tribute:** Arathel

Built in 602 by a Jarin lord, Pjagel was captured by the Ivinians in 675. Skudrin Baelinsen, 22, drinks more than is wise. He is fond of wenching and has taken many Jarin women to his bed against their will. Many of his subjects are bitterly angry at this behavior. Clan Baelinsen are a junior branch of clan Baelin from Menglana.

PLAIN OF TOWERS [I6]

The district in and around Elkall-Anuz.

PLATE ARMOUR

Any metal (usually iron or steel) that forms a rigid continuous covering. Plate armour is relatively rare and articulated plate is unknown in Lythia. Its use is generally restricted to breastplates, helms, and small plates for spot protection. Plate offers good to excellent defense against all strikes.

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PLED Castle [H1]

Realm: Orbaal **Holder:** Clan Storzand
Population: 415 **Tribute:** King of Orbaal

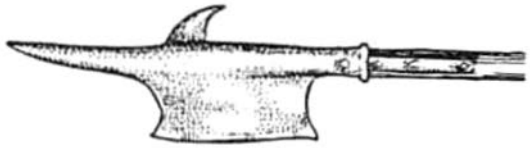
A motte and bailey castle built by the Jarin in 596, Pled was captured by the Ivinians in 665. Knurri Storzand, 40, is a stubborn and brutal man. The Storzands are a junior branch of clan Storzar, the royal clan of the Ivinian kingdom of Menglana. Their kinfolk are presently facing attack from Ibanvaal and sent an appeal for aid to clan Storzand last year. Any likelihood of help being sent to Ivinia is lessened by the ongoing feud between clans Storzand and Karolaan. This began in 716 when Usrin, one of Knurri's young sons, was crippled in a hunting accident while visiting the Karolaan hold of Vaagel. Although the Karolaans have offered mangeld (compensation), Knurri presses the feud. Pled receives tribute from Pyberg and Thrand.

POLEARM

Any infantry weapon with a shaft exceeding six feet in length. Polearms are mainly designed as anti-cavalry weapons; their effective use requires superb training and morale. All polearms are two-handed weapons. They may be a liability in crowded melees.

POLEAXE

A one- or two-bladed battleaxe with a longer handle. Some have a single blade and a spike opposite the blade; some also have spear heads. The bill, a peasant tool used for pruning trees, is one common form of poleaxe.



POLRAE

A dangerous and malicious spirit of Jarin folklore who inhabits ruins and caves and attacks unsuspecting travelers. Sometimes called the "Red Comb" from its habit of dipping its cap in the blood of its victims.

POLERYN, King of Melderyn

The sixteenth king (557–585) of Melderyn and the last monarch of its Rylian Dynasty. Poleryn's queen was barren but the king was devoted to her. As a result, the line died out with him. In 573, Poleryn granted a charter to the refugees of the Aleathian Odyssey, enabling them to found the city of Thay in his mainland possessions.

PONTIFF

The supreme (mortal) head of a church.

POTTERS' Guild

The guild with a monopoly over the manufacture and sale of ceramics. They buy clay and other materials to produce pots, vases, urns, jars, and any number of similar artifacts. The master potters of Thay and Coranan are noted for their skill and artistry.

PRADEYALKRI, The

Any of the deities, demons, demigods, giants, ogres, and other monsters who ruled Ivinia before the god Sarajin established dominion. Some pradeyalkri, notably Usnarl, Njehu, and Jarlak, aided Sarajin and were allowed to serve him after his triumph. The others who survived the Sarajinian conquest fled to all parts of the world, and rarely admit their origin. The lord of Noron's Keep, the Riddlemaster of Anrist Point, and Uvien of Barsothe Falls are almost certainly of that ilk. Noron periodically visits both of the other two.

PRIMATE

The supreme leader of a church for an entire country or region. Most churches divide the world into primacies, or ecclesiastical provinces. Often the boundaries coincide with those of secular states, sometimes not. For example, all churches treat Hârn as a single primacy despite the fact that it contains several kingdoms.

PRYEH, The

The collective term for an unknown number of bands of Gargu-araki dwelling west of Elkall-Anuz. The bands are often fighting their neighbors and interloping Gargu-hyeka from the Felsha Mountains.

PUJET [G3]

A gargun cave complex in western Orbaal. Pujet is inhabited by Gargu-kyani and is a colony of Amekt.

PURIL, King of Rethem

The fourth monarch (681–689) of the Kingdom of Rethem. Puril was the ambitious commander of King Nemiran's bodyguard. When Nemiran was assassinated in 681, Puril ruled as regent for six months and then "reluctantly" became king when all legitimate claimants to the throne mysteriously died. It is assumed that Puril ordered the assassination of Nemiran, but no proof exists. As the first of a new dynasty (currently the ruling house of Rethem), Puril sought to consolidate his power with an unprovoked war against Kanday. In 682, he encouraged and supported Ezar's War, and very nearly won it. Devising a brilliant campaign to outflank Kanday, he moved an army by sea and captured the independent

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states of Hebon and Sarkum, both allies of Kanday. Puril died in Sarkum in 689 from wounds received during the campaign.

PUTEST, Mount [I5]

A peak (6479') in the central Felsha Mountains.

PVARISM

A philosophical structure that sees the cosmos in terms of elements. Not all Pvaric philosophers see the Pvaric model as a literal description of the nature of substances. Most see Pvarism as a conceptual framework for focusing on the universe. Different schools use varying numbers of elements. The most popular is the Hexal system, which recognizes six elements: Air, Fire, Metal, Earth, Water, and Spirit.

PWEFFYN, Mount [G3]

A peak (7527') at the western end of the Jahl Mountains.

PYBERG Keep [H1]

Realm: Orbaal **Holder:** Clan Algaar
Population: 345 **Tribute:** Pled

Built in 584 by the Jarin, Pyberg was captured by the Ivinians in 657. For the last two years, Tuzrin Algaar, 44, has been troubled by cataracts and is steadily losing his sight. This fact has made him irritable, short tempered, and prone to fits of morbid depression. His younger brother Vjaldin is fomenting discord in the Algaar thrangaad in an attempt to replace him. Clan Algaar is a branch of the clan of the same name from the Ivinian kingdom of Menglana.

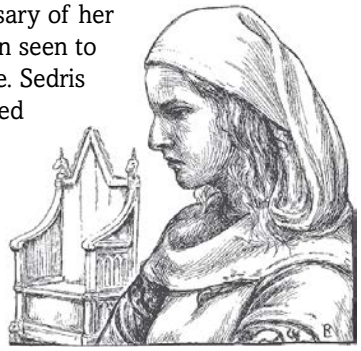
PYXYN [L4]

A gargun cave complex in the Sorkin Mountains. Its Gargu-khanu inhabitants are constantly at war with Azadmere. There is also a sizeable slave population of Gargu-hyeka.

QUALDRIS Castle [K6]

Realm: Kaldor **Holder:** Earl of Osel
Population: 610 **Liege:** King of Kaldor

The principal seat of Earl Meleken, who also holds Heru keep and receives fealty from the Baron of Nubeth. Built in l40 as a keep, the castle dates from 378, when Fierth the Usurper made it his primary seat. Qualdris is home to the notorious "bloody tapestry," a representation of the wife of the third earl who was reputedly murdered by her son. On the anniversary of her death, the tapestry has been seen to take on a faint reddish tinge. Sedris Meleken, a man of renowned honor, is currently away from the settlement in search of a murderer. He left early in 719 and his estates are competently managed by his wife, Thilisa.



QUARTERSTAFF (see STAFF)

QUERINA Keep [K5]

Realm: Kaldor **Holder:** Sheriff of Semeth
Population: 455 **Liege:** King of Kaldor

A royal keep and the moot of Semethshire. Querina was built in 640 by Haldan the Younger, King of Kaldor and son of the founder of the Elendsa dynasty. The sheriff, Sir Conwan Elendsa, is a nephew of King Miginath. His father, Brandis Elendsa, was Miginath's younger brother. Conwan has a claim to the throne of Kaldor and the power and ability to press it should he so desire.

QUESSEL

The quessel plant grows in alpine meadows above the snowline. It produces bright yellow flowers and the pollen has numerous health benefits.

QUIAM Keep [G2]

Realm: Orbaal **Holder:** Clan Burgastau
Population: 305 **Tribute:** Tandir

Built in 549, Quiam was captured by the Ivinians in 663. Hudraas Burgastau, 25, is the youngest valhakar

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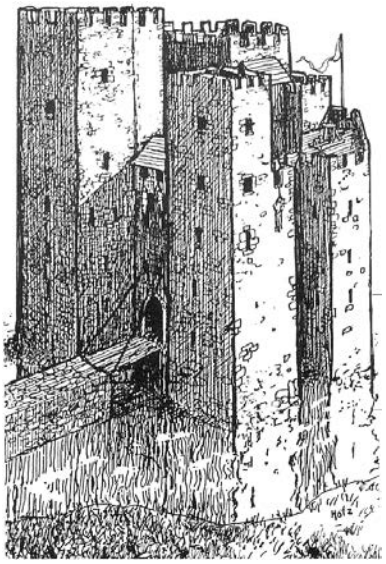
of the Orbaalese great clans. He is a skilled warrior and loves nothing better than viking. He is presently contemplating a major raid against western Hârn.

QUIMEN Keep [H1]

Realm: Orbaal **Holder:** Crimson Dancer
Population: 795 **Tribute:** King of Orbaal

The only fief in Orbaal held by a religious order, Quimen is held by the Order of the Crimson Dancer, a female Agrikan fighting order. Quimen was a Jarin keep until 701, when it was seized by the order with the complicity of King Alegar I. The brutal methods used by these violent women to subdue opposition sparked the Jarin Rebellion. The grandmistress of the order is Baliela Shernath, 53, a merciless survivor of temple intrigue. Her Jarin serfs at Quimen are among the most oppressed in Orbaal. The walls of the keep are often decorated with Jarin "examples."



QUISO Keep [D6]

Realm: Rethem **Holder:** Baron Yonan
Population: 290 **Liege:** Earl of Tormau

Quiso was built in 597 by Clan Lynnaeus of Tormau. The barony was created in 675 and granted to Tuboth Yonan, a cousin of the Earl of Tormau. Bothal Yonan, the present baron, combines a sophisticated love of music, art, and drama, with a sadist's taste for violence and brutality. Bothal is loyal to his liege, but the earl privately views him as faintly disgusting.

QUIVUM Keep [E7]

Realm: Kanday **Holder:** Sheriff of Norea
Population: 295 **Liege:** King of Kanday

A royal keep and shire moot, Quivum was built in 448 to ensure that the provisions of the peace treaty between Aleathia and the Corani Empire were met. In 622, Quivum was the first major fortification captured by the Order of the Checkered Shield and served as its headquarters until 695, when they were transferred to Menekod. The Sheriff of Norea is Tamys Bakyth, the Laranian Bishop of Perinore.

QULF Island [E2]

An island in the Afarezirs.

QUORONE, Mount [I2]

A peak (6978') in the northern Jahl Mountains. The mountain is visible from Quimen Keep and has some obscure religious significance to the Jarin.

QUSTE Keep [D6]

Realm: Rethem **Holder:** Baron Uldseth
Population: 285 **Liege:** Earl of Tormau

Quste was built in 573 during the Theocracy of Tekhos. In 635, it was seized by Arlun the Barbarian during his conquest of Rethem. In 672, Nemiran granted Quste to the Earl of Tormau to make peace with the earl. The Earl of Tormau created the barony by granting the title to a distant relative, Subla Uldseth, now 57. This was done without royal consent, one of many points of friction between the king and the Earl of Tormau.

QUSTUP [G4]

A colony of Gargu-hyeka in the Rayesha Mountains.

RACYN Keep [M9]

Realm: Melderyn **Holder:** Sheriff of Biren
Population: 280 **Liege:** King of Melderyn

The shire moot of Birenshire, Racyn was built in 624 and controls the Nuem River. It has been the shire moot since the Shires Edict of 630. Sir Brynet Mery, the present sheriff, was appointed in 716. Sir Brynet is a humorless man in his mid-30s. Although he is a pious Laranian, he despises the actions of the Lady of Paladins in Solora. In 719, he found two knights of the order guilty of manslaughter for killing a Solori tribesman, an action that has not exactly endeared him to the order.

RAELAN, King

The fourth monarch (361–366) of the Corani Empire. Raelan was the younger brother of Lobir and succeeded to the throne when his elder brother died without a legitimate heir. Raelan immediately chose to follow a policy of further Corani expansion. Specifically, he sought to conquer the mountainous region of Hefiosa,

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which harbored tribes and various opponents of Corani rule. Four years into his reign, Raelan mounted a large campaign to invade and annex the region; his army was trapped by winter snows and soundly defeated the following spring at the Battle of Klondis in 366. Raelan was killed during this debacle. Fortunately for the empire, his son, Arosta the Conqueror, succeeded him.

RALDIR (see Alorin)

RAMALA GAP [G7]

A fairly flat, heavily forested region between the Mimea Hills and Athul. The gap is crossed by the Salt Route and is sporadically patrolled by the Ramala Legion; travelers are more likely to encounter the warlike Tulwyn than anyone else. The Battle of Ramala Gap, which ended the Salt War between Kaldor and the Thardic League, was fought here in 673.

RAMALA PROVINCE

The largest of the six provinces of the Thardic Republic, stretching from the Farin River in the east to the Mimea Hills in the west. Originally a province of the Thardic League, Ramala remains a wilderness over which the Republic has the lightest of holds. The Tulwyn have resisted the half-hearted attempts to settle the eastern half of the province and many a soldier of the Ramala Legion has fallen here. East of Moleryn, the capital, patrols cannot safely venture far off the Salt Route. The soldiers of the Ramala Legion have a saying, "Nothing lies beyond Taztos save arrows thick as rain and an unmarked grave." The magistrate, Mardorva Seris, declines to live in the province, preferring his Shiran townhouse. Civil administration is left to Marshal Parga Ostardas, who keeps an extra 30% of the "take."

RAMERE Keep [M7]

Realm: Melderyn **Holder:** Baron Erdarta
Population: 290 **Liege:** Earl of Biren

Ramere seems to have been fortified as early as the seventh century BT and may have been built by the Jarin as a defense against Lythian invaders. The kingdom of Elorinar fortified the site to guard the ford on the Horka River. This ford is only passable in the late summer when the river is low; even then, prudent folk take a boat. The present keep was built in 485 and replaced an earlier wooden structure. The baron, 46, is actively clearing land to expand his holdings westwards. This activity has been approved by the Sheriff of Elorin (presumably with the king's permission) but is viewed with dismay by the neighboring Bujoc tribes.

RAPE OF THAY, The

The name given to the Ivinian assault on the city of Thay in 705. The Ivinians attacked with a fleet of some 40 dragonships, landed and invested the walled city, but could not breach its defenses. For three days they rampaged around the city, venting their frustration on the manors and villages nearby. Finally, the Ivinians retired, carrying off many women and much booty. Two years later, the Ivinians returned (see Renda, Cape).

RASAKILE

The rasakile plant thrives in dense forest. Its leaves are used in the preparation of a contraceptive tea and its flowers are sought after by perfumers.

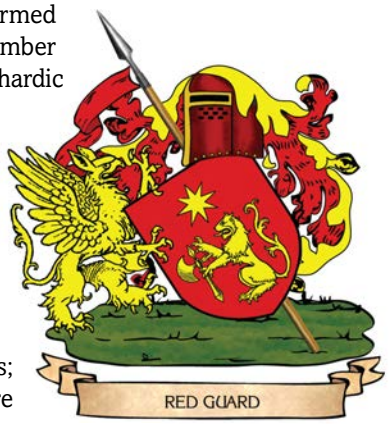
RAYESHA Mountains [G4+]

A majestic range of mountains running north of Lake Benath. The dividing line between the Rayeshas and the Felshas is considered to be the high pass between Mounts Jobus and Obew. The Rayeshas have six peaks above 6,000 feet. Mt. Niphel (8595') is the highest peak, a sacred mountain to the Ymodi tribesmen of Himod and one of several sites favored as the location of Lahr-Darin. The mountains are rich in minerals and are the site of many abandoned and working silver and gold mines, notably Iracu and Izora. Mining ventures are risky because the indigenous inhabitants of the mountains are mostly gargun.

RED DEATH, The

The popular name for the epidemic of spotted fever that decimated all of Hârn in 559–560. Some areas were more sorely affected. In Tharda, the plague followed a series of floods and famine and contributed greatly to the conditions of hopelessness that helped to propagate the Balshan Jihad.

RED GUARD



The military force formed in 574 to protect the Chamber of the Red Domes, the Thardic Senate. The guard is headquartered in the Coranan Citadel and is the only unit of the Thardic army permitted within the city's walls. The Guard sees itself as the cream of the Republic's warriors; entrance requirements are high, but years of indolence and the practice of granting membership to favorite

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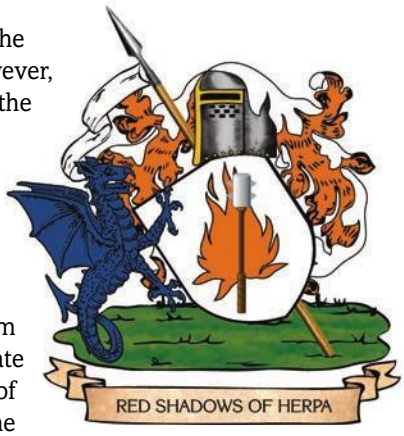
nephews of senators has probably blunted its fighting edge. The Guard is also supposed to be the garrison and police force of Coranan, but it deems such duties too trivial; they have gradually been taken over by a multiplicity of privately funded mercenary bands.

RED SHADOWS OF HERPA, Order of the

The Agrikan fighting order sponsored by the clerical order, Herpa the Mace. The order holds the Rethemi castle of Menekai and champions a holy crusade against the rest of Hârn. The order was granted its lands in 681 by King Nemiran. In 708, it sent a force across the Gomisen and seized Themeson keep from the Thardic Republic. However, Themeson was lost to the order in 714, when a faction broke away to become the Order of the Cohorts of Gashang. The Red Shadows are currently undertaking a long-term campaign to exterminate the Kubora tribesmen of southeastern Peran. The order supports Chafin III, who is seen as a leader who might be able to unify Rethem and lead the crusade they favor.



REDIRA

A whimsical and sometimes musical jester, one of the aspects of Save-K'nor.

REEVE

The chief unfree tenant of a feudal village. The reeve is appointed or elected and is usually a villein.

RENDA, Cape [M6]

A prominent headland northwest of Thay. The hilly point overlooks extensive reefs known as the Renda Rocks, an infamous graveyard for unwary seafarers. In the late summer of 707, an Orbaalese invasion fleet intent on conquering Thay met with disaster here. While rounding Cape Renda, a freak storm arose that sank many ships, cast others on rocks, and scattered the remainder. Many believe the Cape Renda disaster was intervention by some god, or by Melderyn.

REREBRACE

Plate or kurbul armour for the upper arm.

RESTORATION, The

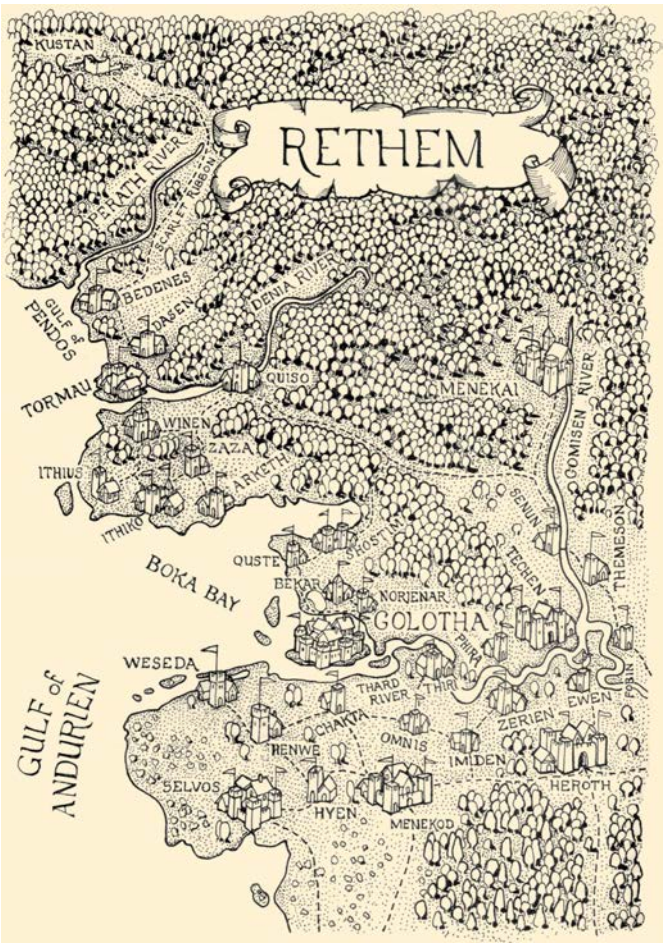
A name used in Kaldor to describe the events of 406 whereby the House of Orgael was removed from the throne in favor of Aidrik III. Aidrik was properly a member of the House of Tane, which had been removed in 377, but changed the name of his dynasty to Artane to symbolise a new start.

RETHEM [D6+]

A region in western Hârn, north of the Thard and west of the Gomisen rivers. Rethem was a province of the Corani Empire and was the cradle of the Balshan Jihad. The region is now the site of the Kingdom of Rethem.

RETHEM, Kingdom of

A feudal kingdom in western Hârn, Rethem was founded in 635 by Arlun the Barbarian and is now ruled by King Chafin III from his seat in Shostim. Rethem has a violent history and is Hârn's most unstable, treacherous, and dangerous state. Only lip service is paid to the institutions of fealty and honor, for Rethemi politics are a maelstrom of intrigue and assassination. The largest



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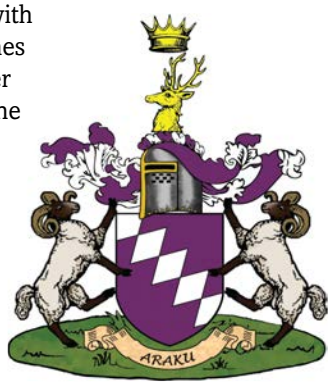
settlement is Golotha, which is nominally a chartered freetown but in reality is an urban blight ruled by a theocratic and repressive council.

Rethem has been ruled by the following kings:

Arlun	635–656	Kabe	689–692
Obras	656–672	Chafin I	692–703
Nemiran	672–681	Chafin II	703–715
Puril	681–689	Chafin III	715–present



Rethemi kings, plagued with chronic disunity that sometimes verged on anarchy, have never enjoyed popular support. In the first four years of Chafin III's reign, the new king has managed by various means to reaffirm the fealty of the earls of Ithiko and Techen, as well as the orders of the Warriors of Mameka, Companions of Roving Doom, and Red Shadows of Herpa. The powerful and rebellious Earl of Tormau has his own ambitions, but many believe that Chafin III, a man of considerable ambition and competence, will, if he lives long enough, unite Rethem under his iron fist and redress the "wrongs" suffered at the hands of hated Kanday.

FIEF	HOLDER	FIEF	HOLDER
Shostim	**King Chafin III**	**Ithiko**	**Earl Barzak**
Arketh	Roving Doom	Zaza	Baron Paque
Bedenes	Warriors of Mameka	**Techen**	**Earl Lenesque**
Bekar	Baron Orgatt	Omnis	Baron Sayorsaxe
Chakta	(Sheriff of Zabin)	Phira	(Constable)
Hyen	Copper Hook	Senun	(Constable)
Menekai	Red Shadows of Herpa	Thiri	Baron Risalsin
Norienar	(Constable)	**Tormau**	**Earl Lynnaeus**
Themeson	Cohorts of Gashang	Dasen	(Constable)
Winen	(Sheriff of Hohnam)	Henwe	Baron Pozen
		Ithius	(Constable)
Golotha	Freetown	Quiso	Baron Yonan
	(Royal Charter)	Quste	Baron Uldseth
		Weseda	(Constable)

RHU River [I4+]

A tributary of the Kald River, rising in the northeast Felsha Mountains.

RIDDLEMASTER (see Anrist Point)

RIDOW [H10]

A sunken city, possibly of Earthmaster origin, unknown to Hârnians. Ridow is totally submerged in 20 fathoms of water. During very low tides, a cave is revealed on the south shore of the bay, framed by a graceful white archway of polished stone. Those who pass through the portal will find a magnificent stairway that climbs about 50 feet to enter a vast chamber that is clearly not of natural origin. At one end of the chamber is a tunnel that descends gradually for about two leagues. At its terminus lies Ridow, a beautiful city of white stone enclosed in a shimmering translucent dome, through which can be observed the water and marine life of Ridow Bay. The city is circular, symmetrical, and generally laid out in the form of a spoked wheel one quarter league in diameter. There are great pointed arches and magnificent towers throughout the city that give an illusion of improbable height; all the buildings seem to glow with an eerie phosphorescence. Many of the buildings have relief carvings of intricate design, some of which depict creatures that are half humanoid and half dolphin, but the city appears to be uninhabited.

RING

Armour made of heavy cloth or leather reinforced with intermittent metal bezants, rings, or strips. This improves defense against edged weapons but has little other effect.

ROLOTH, King of Kaldor

The sixteenth ruler of Kaldor (533–559) and grandson of Queen Chelebin II. He died of the Red Death in 559.

ROUNDSHIELD

Any round shield with a diameter between 20" and 30" with a metallic boss, which may be spiked. The circumference (rim) is often banded with metal but is sometimes (particularly in Ivinia) left unprotected and used to catch, and hopefully break, enemy blades.

ROVING DOOM, The Companions of

An Agrikan fighting order sponsored by the clerical order, the Pillar of Fire. The order was established in 604 during the Interregnum and helped Arlun the Barbarian establish the Kingdom of Rethem. The order's house is Arketh, where knights of the order sally forth to commit acts of brutality and intimidation. Rethemi kings have traditionally employed them to "lean on trouble-makers," enchanted, no doubt, by their efficiency.

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ROYAL WRIT

A written order from the crown (or its delegate) to any feudal or royal court, that a plaintiff's case be heard.

RUNIC

The script used by the Ivinians. Although they claim Runic as their own invention or sometimes as a gift from Sarajin, it actually is derived from Khruni, a script that has been used by the Khuzdul for centuries. Runic is common in Orbaal and is known to many who have contact with the Khuzdul, who use it when dealing with humans.

RUON, Lake [I1]

A small lake in northern Orbaal.

RUTHUBA, The

An assortment of Gargu-araki bands living southeast of Tontury Lake. Some of the bands hunt in the Ilmen Marsh, where they are wont to intimidate and steal from the Ilme.

RYDEQUELYN, Order of

The most public of the three clerical orders of the church of Save-K'nor. This order stresses the comedic aspect of the deity and is often called the Order of the Fool, although all of its clerics are far above the average Hârnian in intelligence. The chief temple is in Shiran; the only other at Coranan.

SABALYNE, Queen of Chybisa

Sabalyne was the fifth ruler of the House of Burzada, Chybisa's nineteenth monarch and its first queen. Although she was only the fourth offspring and second daughter of Lonatar, she succeeded in 559 when her father and most of her siblings perished in the Red Death. She was an unusually good ruler in comparison to those who preceded and followed. Sabalyne actually made an attempt to restore and improve the kingdom's defenses but the inertia and corruption of her leading lieutenants was to foil her. When she died in 590, she had achieved little more than the love of her simple subjects.

SALT ROUTE [G7+]

The trail running from Tashal to Coranan. Although many goods now move in both directions, the trail was so named because it was first used to transport salt from Tharda to Kaldor. Ninety percent of the traffic is carried by two great annual caravans, one in spring bearing salt and other goods from western Hârn to Tashal, and the other in early autumn conveying the products of eastern Hârn and Lythia to Coranan. At other times, smaller groups of merchants use the trail, but most are reluctant to risk the danger posed by the tribesmen along the way. West of the Farin River, the trail is sporadically patrolled by a few companies of the Ramala Legion. The trail east of Trobridge Inn is intermittently guarded by forces of the King of Kaldor. Neither state is able to exert as much control as the Kath, Chelni, and Tulwyn tribes.

SALT WAR, The

The war between the Thardic League and Kaldor in 672–673, which ended with victory for the latter. Sparked by a dispute over the salt trade, the war was neither long nor particularly bloody but had some significant effects. The defeat of the League contributed to the formation of the Thardic Republic in 674. Tashal went on to become the pre-eminent trading center in eastern Hârn.

SALTERS' Guild

Salters have a monopoly in the retailing of salt, an essential mineral because it is the principal method of preserving food. A master salter will own a shop in town where bulk salt can be purchased as well as a variety of pickled or salted foods. Mining of salt is done by the Miners' Guild but it can only be sold to a master salter, who will mark it up for resale. In coastal regions, some salters have sought to circumvent the miners' monopoly by producing sea salt through evaporation of sea water in salt pans. The process is expensive and not very successful, as rock salt tastes better and is more in demand.

SANGUINE SALTIRE

The chief herald of Rethem, who resides at the Manse of the Sanguine Saltire, the site of the College of Heralds in Golotha.

SANRIC I, King of Nurelia

The founder of the kingdom of Nurelia, which he ruled from 125 to 140.

SANRIC II, King of Nurelia

The second king (140–172) of Nurelia.

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SAPELEH

Rituals of the Church of Peoni. Lesser Sapeleh are lay services, including such events as communal blessings of the planting and/or harvest, celebrations of saint's days, etc. The Greater Sapeleh is a four-day purification rite that begins on the 14th of each month and is undertaken only by high-ranking priests. The Greater Sapeleh involves much fasting, prayer, and meditation.

SARAJIN

"King of the Icy Wind, Lord of the Perilous Quest, Wielder of the Blooded Axe, Master of Frosty Climes, the Gray Slayer."

Sarajin is the god of battle lust. He favors those who love the sport of war and takes great pleasure in watching and even participating in large battles. The only virtue universally admired among Sarajinians is courage. The noblest achievement of a Sarajinian is to die in heroic battle; most try to live each day as if it were their last. Some value the Ljarl, a code of honor, but treachery is not unknown.

Sarajin most often appears as a giant, yellow-haired warrior dressed in leather and furs, bearing Fakang, his great double-bladed axe. He has many symbols, including Usnarl the bear, Jarlak the wolf, and Njehu the whale, all of whom are demigods. Inanimate symbols of Sarajin are a pair of crossed handaxes and his sled, Shalka.

The deity dwells in his ice castle home on Yashain in a land called Talagaad. Those who worship Sarajin and fall in battle (the righteous dead) come to Talagaad and spend each day in the valley below the castle, hacking and slaying each other until the snow runs red. At dusk, all retire within Talagaad, including those newly slain, for a long night of feasting and wenching. By dawn, all will be revitalized in this warrior's paradise to repeat the endless battle.

The worship of Sarajin was brought to Hârn by the Ivinians and he is mainly worshiped in Orbaal. It is sometimes said that "they who follow the King of the Icy Wind worship death." This may explain the failure of the religion to win many adherents among Hârnians not of Ivinian ancestry. Where Sarajinianism is followed, the religious needs of the community are handled by a single clan. The Ivinians tend to approach religion like any other business. It is a loosely organized religion, little interested in rituals or frills. Each clan may have a different interpretation of the truth, but all agree that courage, strength, and skill at arms are the cardinal virtues. Clerics of Sarajin have no particular mode of dress; most are warriors and will dress accordingly.

SARDURA, Princess of Golden Wrath

One of the seven demi-divine handmaidens of Halea. Sometimes called the Left Hand of Bargains, Sardura is the messenger dispatched by Halea when a contract is violated. The demi-goddess uses her subtle stings to ensure that those who break their bargains are far worse off than they would have been had they kept them.

SARKUM Castle [D9]

Realm: Kanday **Holder:** Earl of Sarkum
Population: 260 **Liege:** King of Kanday

The principal seat of Ranald Milaka, Earl of Sarkum. The original fortification was built by Gemalan tribes, who were independent allies of Aleathia before swearing fealty to King Calin in 384. The castle was built by Xuaka in 435. The traditional nobility survived the Theocracy and founded the Kingdom of Gemala in 596. Rethem invaded in 688, after which the deposed Gemalan king, Ranald Milaka, swore fealty as Earl of Sarkum to Andasin III of Kanday. He was rewarded with marriage to the king's younger daughter, Mirelael, in 689. The earl did not regain his seat until 692, when Sarkum surrendered to the Kandians.

In 694, Ranald's wife unexpectedly succeeded her assassinated sister, Queen Eriel. As the queen's consort, Ranald played an active role in rebuilding Kanday after Ezar's War until Mirelael died in 707. Ranald's eldest son then became Andasin IV at age 17, a weak king strongly influenced by his father.

Earl Milaka also holds Hebon Keep and receives fealty from the barons of Cuton and Gimon. He also holds Kedis as the Sheriff of Eryna. Ranald's other son, Prince Anaflas, the king's younger brother and the Sheriff of Imiden, will inherit the earldom and perhaps the throne unless Andasin IV marries and provides another heir. Ranald, 58, is in excellent health and very active in the politics of Kanday. All of this has caused some jealousy among other Kandian lords, notably the Earl of Heroth.

SATYR

A male offspring of a Syverhyn.

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SAURACH, Emperor

The eleventh monarch (485–491) of the Corani Empire. Saurach was the younger brother of Sylud the Scholar but, unlike his predecessor, Saurach had a short, disastrous reign. He was a religious zealot who supported the Church of Agrik and used the power of the imperial throne to create what amounted to a theocracy. Imperial funds were given to temples of Agrik and they were given tax free status. In 491, Saurach proclaimed the infamous "Unification Writ," which banned all other religions within the empire. A few hours after this decree, Saurach was assassinated by a female assailant dressed in flowing crimson robes, who overpowered a bodyguard of some 15 men, cut the emperor into two equal parts with one stroke of her sword, and then mysteriously disappeared. It has been speculated that a priestess of Larani was the assassin; some say it was the goddess Larani herself.

SAVE-K'NOR

"Sage of the Gods; Lord of Jesters, Puzzles, and Mazes; Mixer of Potions and Elixirs; Keeper of the Var-Hyvrak; The Lost Guide."

Save-K'nor is an intellectual snob who will not accept worshipers of less than high intelligence. He has a voracious appetite for knowledge and will go to great lengths to obtain mysterious scrolls and books; his adherents make frequent gifts of such esoterica. Save-K'nor most often appears to mortals as an aged sage, a beggar in rags, a minstrel, bard, skald, or jester. The religion is intellectually demanding and there are few adherents. Save-K'nor has several symbols, the most common being a blank scroll, a book portrayed so that the script is illegible, a quill and ink pot, and Uhla, the black lantern.

Although its influence is subtle and discreet, the Church wields considerable political power. Clerics and laymen of the religion are found in high offices throughout Hârn, particularly in Melderyn. Generally, each temple is left to itself and is little more than a hostel for clerics. Three main clerical orders exist, in order of size: Hyn-Aelori, Rydequelyn, and Shea-al-Aecor. All three orders favor gray as their formal attire. High-ranking members of the Church (usually of the Shea-al-Aecor) bear emblems of office, most commonly a staff or lantern. The pontiff is traditionally the Grandmaster of the Shea-al-Aecor. The pontifical seat is the city of Berema in Emelrene.

TITLES IN THE SAVE-K'NORRIAN CHURCH	
Rion Ishar	Pontiff
Deor Ishar	Primate
Ibarti	High Deacon
Rowanti	Loremaster
Haliki	Priest/Priestess
Manidar	Acolyte

SAVOR

The ninth month of the year and last month of autumn; named for the god Save-K'nor.

SAVORYA

The convocation of the Shek-Pvar whose elemental base is spirit, aura, mind, etc. Perhaps the most esoteric of the convocations, Savoryans are known as deep thinkers who practice subtle magic.

SCALE ARMOUR

Leather or heavy cloth reinforced by a continuous layer of overlapping metal plates. Superior scale is equivalent to lamellar.

SCARLET RIBBON [D5+]

The name of the trail from Dasen to Kustan. Blazed during the Corani Empire in the reign of Kobar the Eternal, it was the scene of frequent ambush (hence its name) by the local Kuboran tribes, culminating in the massacre at Kustan in 477. The route is now used by traders but is not a busy highway.

SCRIPTS

Any language may be written in any script, and any script can convey any language. Common scripts include:

Lakise: The script brought to Hârn by human settlers from Lythia. Lakise is the principal form of writing on Hârn today and remains almost identical to that still used in western Lythia.

Khruni: This ancient angular script originated with the Khuzdul but is also used by the churches of Larani, Peoni, and Ilvir.

Runic: The simple script used by the Ivinians is composed of straight lines and can be written with a knife on a piece of wood or carved into stone. It is derived from Khruni. Runic is common in Orbaal and is known to many who have contact with the Khuzdul, who use it when dealing with humans.

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Selenian: The aesthetic, cursive script of the Sindarin. Its invention is credited to the demigod Sweldre.

SCUTAGE

Money paid by an enfoeffed vassal to his liege in lieu of military service and sufficient to hire a mercenary replacement. There are many reasons why scutage might be paid, such as the age and/or infirmity of the vassal. Scutage may even be preferred by a liege who has no need of military service at that time.

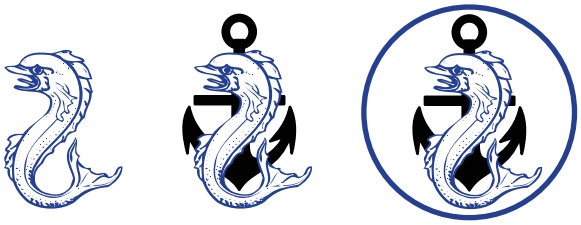
SEAFARER IBENIS, Order of the

A clerical order of the Church of Ilvir based in Shiran. The order is badly organized and their temple is crumbling into the Thard. The order organizes irregular water-borne pilgrimages to Araka-Kalai across Lake Benath, hence their name.

SEAMEN'S Guild

Anyone hiring seamen for a vessel longer than 30 feet must do so from the Seamen's Guild. If the guild cannot provide enough hands, unguilded labor may be hired on a temporary basis. The ranks of the guild are deck boy (DB), ordinary seaman (OS), and able-bodied seaman (AB). Promotion to the next rank requires a minimum of two years of sea time in the current rank.

A seaman does not always serve on the same vessel throughout his career. When he is discharged from a ship, the captain must report the details of his service to the local guildhall. When enough sea time has been acquired for promotion, the seaman will be promoted to the next highest rank at the discretion of guild officers. Seamen bear a tattoo on their left arm signifying guild rank, a design that can be easily modified as they progress through the ranks. Throughout western Lythia, the guild has persuaded civil authorities to punish the bearing of a false tattoo with amputation of the offending limb.



DB **OS** **AB**

SECOND THEOCRACY
(see Golothan Theocracy)

SEHRA-TU-YALAH

A tragic figure of Ilviran tradition known as "the Nolah who fell in love." Sehra became enraptured by an Elmithri whom he covertly watched. When, after many years, he declared his love, the sprite mocked his ugliness and he sought death soon after. As unlikely as the tale seems, the Ilvirans preserve it for its moral, perhaps that only an Ilviran can properly appreciate the nature of the Ivashu.

SELENE River [L5+]

A tributary of the Nephen river, rising in the Sorkin Mountains. The river is fordable at Nenda Keep.

SELENIEN

The aesthetic, cursive script of the Sindarin whose invention is credited to the demigod Sweldre.

SELINA, Princess of Abundance

One of the seven demi-divine handmaidens of Halea, Selina guards the treasures of the goddess and, like her mistress, bargains her considerable favors with mortals. Selina's demands are, however, rather less extreme.

SELION

A strip of land, typically 660 by 33 feet, in an open field, about half an acre. Tenants hold selions scattered around the open fields to ensure a variety of crops and good land.

SELIONSHIRE

One of seven shires in the Kingdom of Kanday, located in the southwest of the realm. Avertu is the shire moot, held by the Sheriff of Selion for the king.

SELVOS Castle [D7]

Realm: Kanday **Holder:** Earl of Selvos
Population: 580 **Liege:** King of Kanday

The principal seat of the Earl of Selvos, located in Perishire. Built by the Corani Empire as a naval station and legionary fortress in 479, the castle was improved by Arlun the Barbarian after his annexation of the region in 651. In 681, it was granted to the Agrikan Order of the Copper Hook. In 695, it was taken by Kandian armies during Ezar's War. The earldom was created in 698, when Mirelael granted it to Grolis Chahryn. Grolis is nearly 80 and has all but abdicated his duties to his eldest son, Temilin. The earl receives fealty from the barons of Dunir and Zerien.

SEMETHSHIRE

One of seven shires in the Kingdom of Kaldor. Querina is the shire moot and is held by the Sheriff of Semeth for the king.

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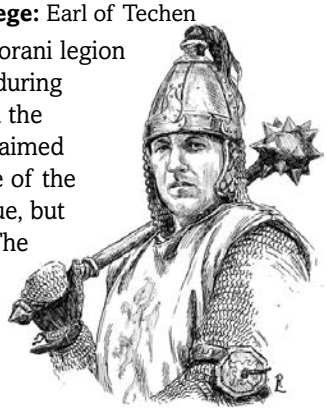
SENUN Keep [E6]

Realm: Rethem **Holder:** Constable
Population: 290 **Liege:** Earl of Techen



Senun was originally a Corani legion fortress that fell into decline during the Theocracy of Tekhos and the Interregnum. It was briefly claimed by the Coranan Republic, one of the partners in the Thardic League, but was seized by Arlun in 639. The constable is Sir Oglan Kyme, a devout worshipper of Agrik and a lay member of the Red Shadows of Herpa.

SEPIRE Keep [E8]

Realm: Kanday **Holder:** Baron Terhune
Population: 325 **Liege:** Earl of Heroth

This keep in Urienshire was built in 512 by the Corani Empire. Following the collapse of the Theocracy, Sepire was the center of the Kingdom of Homarty. In 688, Hamlyn Terhune was one of the first petty kings to swear fealty to Andasin III after the fall of Sarkum and Hebon to Rethem. He was granted the title of baron and made a vassal of the Earl of Heroth, an act that Hamlyn felt was slightly insulting. His son Kemas, 36, is the present baron. Hamlyn regards Andasin IV as something of a fool and dislikes the Earl of Sarkum.

SERELIND, Kingdom of

One of the so-called Seven Kingdoms of eastern Hârn. Serelind was established in 142 by Calsten (142–162) of the House of Tane. His successor, Medrik I, added Pagostra and Kephria to the kingdom, changed its name to Kaldor in 188, and reigned as the first King of Kaldor until 192.

SEREN

Rituals of worship in the Church of Save-K'nor. They tend to be succinct and infrequent.

SERENIEL

The semi-autonomous demigod of Siem who is said to intercede at his master's court on behalf of the Hârnic Khuzdul. According to their mythology, it was Sereniel who breathed life into the Khuzdul to end their long slumber.

SERF

An unfree peasant.

SERLU, Mount [H6]

A peak (6058') at the southern end of the Felshas.

SETHA HEATH [J7+]

A large, desolate moorland known for its treacherous bogs and high winds. It is said that when the winds blow on the heath, "the gods may be heard howling their displeasure to trespassers." See also BEJIST.

SETHIMYAEL

A rare creeping vine native to shady, boggy soils. It produces large yellow berries favored by tribal shamans and Ilviran priests for their hallucinogenic qualities.

SETREW Keep [J4]

Realm: Kaldor **Holder:** Baron Ethasiel
Population: 520 **Liege:** Earl of Gardiren

Setrew was built around 200 on the ruins of an early Jarin fortress and was rebuilt in 410. Wevran Ethasiel's ambitions far exceed his meager abilities. He has been involved in numerous petty intrigues since becoming baron and is not highly trusted. Any cleverly worded appeal to his vanity will get a lengthy hearing, and may one day lead him to the treason block.

SEVEN KINGDOMS, The

A collective name given to the kingdoms of Nurelia, Serelind, Pagostra, Kephria, Chybisa, Elorinar, and Melderyn. All seven coexisted in eastern Hârn sometime after the demise of Lothrim and into the early stages of the Migration Wars.

SHADRYN-VARS

A ritual of the Church of Morgath. Like most such rituals, little is known of it to outsiders.

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SHALA, King of Kephria

The founder and first king of Kephria (128–145). Shala was of the house of Eish and either he or his father is believed to have been one of Lothrim's lieutenants. Shala and his bands of ethnically diverse men participated in the sack of Kelapyn-Anuz (an eastern outpost of Lothrim's empire) and Shala founded Tashal on its ruins in 128.

SHALKA

The legendary sled of the god Sarajin.

SHAPE-CHANGERS

Not so much a class of entities as an ability, shape-changers have always been around in one form or another. A shape-changer is simply one who is able to change his physical form. Some scholars of the Earthmasters believe that Hârn's first inhabitants possessed the ability.

SHARAT I, King of Chybisa

The first king (475–506) of Chybisa after its secession from Melderyn. He was the first ruler of the house of Burzada and Chybisa's fifteenth monarch. Sharat was a powerful baron who was elected king by his peers when a bastard succeeded to the Melderyni throne.

SHARAT II, King of Chybisa

The seventeenth monarch (521–541) of Chybisa.

SHATA Island [J10]

A small, hilly, forested island in the Gulf of Ederwyn. The island is inhabited only by seabirds, wild sheep and goats, and similar creatures. The Chymak occasionally visit the isle to fish.

SHAVA FOREST [I7+]

A region of dense mixed forest on the coast of south-central Hârn. The Shava Highlands make up the northern third. Most of the Shava Forest lies within Evael, the kingdom of the Sindarin. The forest is said to be enchanted. Few humans have any real knowledge of its geography or inhabitants.

SHEA-AL-AECOR, Order of

The smallest but most powerful of the three clerical orders of the Church of Save-K'nor. Also known as the Order of the Lost Guide, the Shea-al-Aecor is an elite group of scholarly individuals who are often found behind the political scenes. This order is the hardest one of Save-K'nor to enter; only exemplary members of the other two orders, Hyn-Aelori and Rydequelyn, are admitted. If anyone actually governs the clerics of Save-K'nor, it is the Shea-al-Aecor. The grandmaster of the order in Cherafir, the chief temple, is the traditional Hârnic primate of the church. This office is currently held by Obris of Ueld, said to be one of the most intelligent men on Hârn and a member of Melderyn's Council of Eleven. The only other temple is in Coranan.

SHEBRA Keep [K5]

Realm: Kaldor **Holder:** Sheriff of Balim
Population: 320 **Liege:** King of Kaldor

A royal keep built in 457. The sheriff, Sir Eris Karondal of Hetheron, is 38. He is a dour and stolid man with little imagination, but a competent administrator.

SHEK-PVAR

The collective name for six ancient and esoteric sub-orders, or convocations, within the Guild of Arcane Lore. The origins of the Shek-Pvar are obscure, but all six convocations predate the founding of Melderyn by at least 1,000 years. The Shek-Pvar have a common world view known as Pvaric Philosophy, essentially a way of perceiving Kelestia (the cosmic all) in terms of key elemental principles. Shek-Pvar who have learned to attune to these principles may draw certain kinds of power into their Aura and, with practice and discipline, can manipulate these energies to their will. Such are the ways of mages.

Each convocation places different stress on certain Pvaric principles because it is difficult for any individual to embrace more than a narrow range of compatible principles. A spell-caster who is attuned to fire, for example, finds water particularly abhorrent.

CONVOCATIONS OF THE SHEK-PVAR

Convocation	Hue	Element	Principles
Lyahvi	Red	Air	Light/Illusion
Peleahn	Orange	Fire	Pyrotechnics
Jmorvi	Yellow	Metal	Artifice
Fyvria	Green	Earth	Life Cycles
Odivshe	Blue	Water	Hydrotechnics
Savorya	Violet	Spirit	Knowledge/mind

Masters of the Shek-Pvar are not numerous, perhaps fewer than 100 in all of Hârn, the majority of whom reside in Melderyn. Each convocation has its own chantries where Pvaric philosophy is studied and taught to a few apprentices. Entrance requirements are obscure, but a naturally high aura (psychic ability) is a prerequisite.

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SHELIR I, King of Melderyn

The sixth king (186–240) of Melderyn.

SHELIR II, King of Melderyn

The eighteenth king (639–651) of Melderyn.

SHEM River [J5+]

A tributary of the Kald, rising in the northern Sorkin Mountains, flowing southwards past Gardiren Castle to merge with the Kald just north of the city of Tashal.

SHENAP Keep [N10]

Realm: Melderyn **Holder:** Sheriff of Cherfin
Population: 670 **Liege:** King of Melderyn

The present keep was built in 111 to guard the landward approach to Cherafir. The ruins of what appear to be a large circle of standing stones lie mostly underwater one mile south of the settlement. This area is considered unlucky by local fishermen. There are reports that an unearthly mist sometimes appears over the sunken stones, and many say that anyone entering the mist never returns. Sir Clyve, 48, has been Sheriff of Cherfin for more than 20 years. He is a close friend of King Chunel and is often found at court in Cherafir.

SHEREM

One of the Kethrian family of worlds.

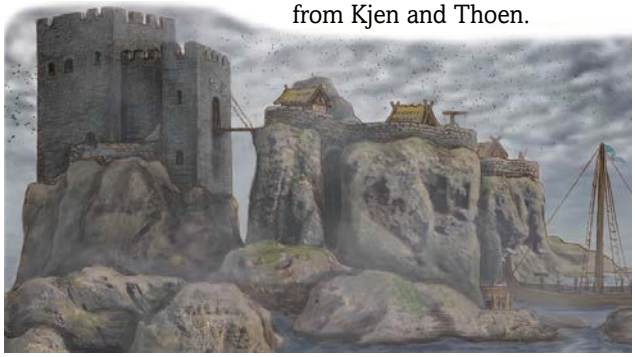
SHERIFF

The royally appointed chief judicial officer of a shire.

SHERWYN Castle [J1]

Realm: Orbaal **Holder:** Clan Sherwyn
Population: 350 **Tribute:** King of Orbaal

Built as a keep in 503, Sherwyn became the first Jarin fortification to fall to the Ivinians when it was sacked in 652. The conquerors, an unruly assortment of outlaws and pirates, named themselves after their new home and have acquired considerable Jarin blood. Venril Sherwyn, 43, is a violent and ill-tempered man. His clan has a blood feud with the Serewyns of Marby, their distant relations. Sherwyn receives very tenuous tribute from Kjen and Thoen.



SHESE Keep [J3]

Realm: Orbaal **Holder:** Clan Haidaar
Population: 420 **Tribute:** Lorkin

A keep built by the Jarin in 498 and captured by the Ivinians in 663. The keep is currently held by Saanfrin Haidaar, who is over 70 but still in excellent health. He is widely known for his generosity as well as his love of strong drink and raucous entertainment. He has a crude sense of humor that often manifests in practical jokes. The Haidaars are a branch of Clan Haid from Seldenbaal.

SHESNEALA

The monthly holy day of Halea on the seventh of each month. This is when the Shesneal rituals are performed.

SHIELDS

Many different shields are used on Lythia, all perform similarly in combat, although quality varies with the manner of construction. Most are made of wood and often faced with metal or leather. Tribal shields are often made by stretching treated hide over wooden frames. See Buckler, Kite Shield, Knight Shield, Tower Shield.

SHIEN Keep [H2]

Realm: Orbaal **Holder:** Clan Hammarkel
Population: 485 **Tribute:** King of Orbaal

Clan Hammarkel are loyal cousins of King Alegar II and hold Shien at his pleasure. Shien is a typical Ivinian thran, built in 679 with earth redoubts and several clan houses. Hunris Hammarkel, 36, is a capable if quick-tempered man. His temper led him to declare his twin brother, Mersaal, outlaw in 718, an act that Hunris now regrets and is seeking to redress without losing face.

SHINKRA-AKRA

A mystical symbol of the temple of Naveh in the form of a translucent human skull. Shinkra-Akra represents the mortality and transience of man.

SHIPWRIGHTS' Guild

Shipbuilding is one of the largest manufacturing activities in Lythia. Every port, large or small, has one (and only one) shipyard operated by a freemaster of the Shipwrights' Guild, most of whom are highly respected and prosperous members of their community. A master shipwright is fully qualified in the arts of vessel design, construction, and outfitting. His shipyard, depending on size, may produce anything from small river craft to large sea-going ships. The most common sea vessels seen in Hârnic waters are dragonships, niviks, and daks. Although their monopoly does not cover rope, shipwrights produce the best. Metal

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fittings are often subcontracted to freemaster metalsmiths or made by bonded metalsmiths in the shipwright's employ. Most master shipwrights are bonded to the freemaster holding the local franchise while others are bonded as ships' carpenters.

SHIRA

The tribe dwelling on the southwestern shore of Lake Benath that was defeated at the Battle of the Source in 372 and absorbed into the Corani Empire under Arosta.

SHIRAN, City of [G6]

Realm: Tharda **Holder:** Shiran Legion (3c)
Population: 3,900 **From:** Thardic Senate

The second largest city in the Thardic Republic and capital of Shiran Province. The Corani king, Arosta the Conqueror, built a keep here to control the conquered Shira in 378. The city was founded in 391 by Emperor Malian but it was not until well into the sixth century that the settlement developed into a real town, with all of the commerce and bustle that entails. The coming to power of Clan Tekhos in 543 marked the coming of age of the city and it reached its zenith when Horahnam established the capital of the Theocracy of Tekhos in Shiran. After the collapse of the Theocracy in 588, Shiran became the capital of the Shiran Republic in 625, joined Coranan in the Thardic League in 636, and voted to be part of the Thardic Republic in 674.

Shiran is famous for the manufacture of perfumes and dyes and for skilled pleasure slaves and courtesans. Iron and silver are shipped here from mines at Iracu, Hikun, and Izora; the Miners', Metalsmiths', and Jewellers' Guilds thrive. A paved highway links the city to Coranan; most bulk cargos are moved on the Thard River.

The provincial marshal is Serenima Dethale, who has a reputation for assessing very high fines for minor offenses. Her support of the Halean church is well known and a sizable portion of provincial revenue finds its way into temple coffers. Marshal Quarlid Jeredosta commands a legion of 20 companies, five of which make up the Shiran Cohort. The other cohorts are headquartered at Bythe (3c), Firis (4c), Hediro (4c), and Peden (4c). He is a weak man who is easily manipulated and amenable to suggestions from Serenima, his cohort commanders, the temple of Halea, and the Mangai.

A high degree of religious tolerance has always existed in Shiran, even during the Theocracy of Tekhos. The chief Hârnic temple to the goddess Halea is housed in the city and Halean clerics and lay adherents play a significant, if subtle, role in many spheres of Shiran life.

The major Shiran temples are:

Agrik	The Eight Demons *
Agrik	The Octagonal Pit
Halea	The Silken Voice * +
Ilvir	The Seafarer Ibenis
Larani	Order of Hyvrik
Naveh	Order n/a
Peoni	The Irreproachable Order
Save-K'nor	The Rydequelyn *

* Headquarters of the Order
\+ Seat of the Primate of Hârn

SHIRAN LEGION

The army of Shiran Province in the Thardic Republic.

SHIRAN PROVINCE

A province of the Thardic Republic situated on the shore of Lake Benath. The capital of the province is the city of Shiran. The present marshal, Quarlid Jeredosta, is generally regarded as something of a simpleton, amenable to the suggestions of the Church of Halea and the Mangai. The provincial magistrate is Serenima Dethale, who has a reputation for assessing very high fines for minor offenses. Her connection with the Halean Church is well known and a sizable portion of the provincial revenue finds its way into temple coffers.

SHIRAN REPUBLIC

The state established around the City of Shiran in 625, bringing order to the area from the chaos of the Interregnum. With the Coranan Republic, it formed the Thardic League in 636 and provided its first autarch, Neradas. In 674, the two republics merged into the Thardic Republic. The boundaries of the Shiran Republic approximated the present boundaries of Shiran Province.

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SHIRE

An administrative district designed to facilitate the execution of justice. The division of Kaldor into shires was well under way by the latter part of the third century and the concept has since spread throughout most of civilized Hârn. Simply, a shire is a "province" containing the organs of royal justice in the form of courts and judges, before which all litigation between freemen must be tried. Shires may be subdivided into "hundreds." These too have their own legal organs. Each hundred or shire has specific "suitors," part of whose feudal obligation is to attend the hundred or shire moot and pass judgment in the name of the king on the cases brought before them.

The presiding officer over a shire is termed a sheriff (shire-reeve) and that over a hundred is called a "bailiff of the hundred." These officers are charged with responsibility for executing the decisions of the moots and with deciding whether appealed cases should be permitted to rise to a higher court. Since the moots meet no more than monthly, these officers wield considerable discretionary powers that are often open to abuse, particularly in Rethem.

SHOBALD, King of Chybisa

The founder and first king (160–183) of Chybisa. He is believed to have been a Melderyni knight whose mission was to bring peace and civilization to the region.

SHOLO Island [D2]

The second largest of the Afarezir Islands.

SHOMOS River [J6+]

A river that rises in the highlands of the Setha Heath and flows west into the Kald estuary. It is occasionally used by the Sindarin for hunting expeditions, although Pagaelin tribesmen are more likely to be encountered.

SHORKA the Terrible

The fourteenth monarch (528–555) of the Corani Empire. Shorka succeeded his "father," Korad the Fool; some doubt exists as to the identity of his true father. His epithet, "the Terrible," seems to be mainly based on the fact that he poisoned Korad but is also due to the corrupt and tyrannical regime he fostered. He was a weak emperor, little interested in affairs of state, who allowed his court astrologer, Workol, to first influence and then dominate him. Workol's policies were so unpopular that when Shorka died of an apoplectic seizure in 555, the empire, for the most part, rejoiced.

SHORKANA

A light throwing-axe. The weapon originated in Shorkyne, and is now used throughout northwest Lythia.

SHORKYNE

A great feudal kingdom on the Lythian continent near Hârn, where tenants in chief are more powerful than most Hârnic kings.

SHORTBOW

Any bow less than four feet high. Shortbows are common among tribesmen and in eastern Lythia, where they are made from bone, metal, or composite hardwoods and are often recurved. The tribes of central Lythia use special shortbows from horseback. The maximum effective range is 200 to 300 yards.

SHORTSWORD

Any double- or single-edged, straight-bladed sword averaging 24 inches in length. This is a popular mass infantry weapon.

SHOSTIM Castle [D6]

Realm: Rethem **Holder:** Sheriff of Parach
Population: 2,850 **Liege:** King of Rethem

The principal seat of King Chafin III, shire moot of Parachshire, and second-largest settlement in Rethem. The original fortress was built by the Corani Empire in 397 to guard the northern approaches to Golotha. In 560, Shostim fell to the forces of the Balshan Jihad after a lengthy siege. Arlun captured the castle in 629. After he founded the Kingdom of Rethem in 635, he made Shostim his royal seat after deciding it was a much safer location than Golotha. Since Chafin III became king in 715, major construction has taken place; the king intends it to be the most formidable and impressive fortification in western Hârn. Plans exist to make Shostim a walled town, but construction of a wall has not yet begun. Sir Erych Kasta is constable of Shostim and Sheriff of Parach.

SHREVE Abbey [E8]

Realm: Kanday **Holder:** Serekela of Kanday
Population: 270 **From:** King of Kanday

Shreve is the seat of the Serekela (Laranian archbishop) of Kanday, who is traditionally also the Rekela (bishop) of the diocese of Daena. Since completion of the Laranian temple in Dyrisa in 715, the Serekela tends to spend much of his time there. The Serekela is Styfen Millard, a shrewd and scholarly man who is one of King Andasin IV's closest and most trusted advisors.

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SHUNTUL

The ritual and social practice among the Kubora of Peran whereby numbers of males enter a small hut and indulge in a sweatbath.

SIDHE

The legendary "High Elves" of purer blood than common Sindarin. Their woodcraft skills are awesome, almost semi-divine.

SIEM

"Master of the Lords of Dream, Lord of the Thrice-Blessed Realm, King of the Uttermost West, Spirit of the Sundered Ones, Bringer of Blessed Forgetfulness, Lord of the Azure Bowl."

Siem is a benign god of mystery and shadow, magic and dreams, a wielder of esoteric powers and a knower of secrets. At one time, Siem was foremost of the gods of Hârn, said to have been lord of the Sindarin in residence on Hârn. Before the coming of men, Siem laid down his scepter and quit Hârn in favor of the Blessed Realm.

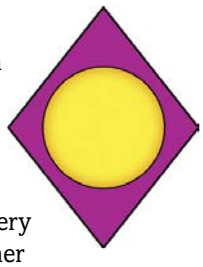
Siem still, on occasion, answers the call of his Hârnic followers. The power he and his servants wield is subtle; the deity sends dreams that purge unpleasant memories. He is far more apt to confuse an enemy than slay him outright or bestow martial powers.

A highly mystical symbol of Siem and of his religion is the Azure Bowl. Sindarin legends, old even when they first reached Hârn, describe the artifact as being connected with "the making, the holding, and the very spilling forth of the stars." If the original Azure Bowl ever existed, no mortal has ever seen it, but there have been several facsimiles constructed. Although many Azure Bowls are undoubtedly the work of charlatans and of only aesthetic interest, some are authentic "gazing bowls." If one of these is filled with clear, fresh water, visions are apt to occur while gazing within, but the spiritual fiber of the gazer, and possibly that of observers, may be altered, most likely in a benign way.

Several of Siem's demi-divine underlings, notably Sereniel and Sweldre, are more accessible than the deity and may be worshiped directly. Sereniel is said to intercede at his master's court on behalf of the Khuzdul, and according to their mythology, it was Sereniel who breathed life into the Khuzdul to end their long slumber. Sweldre is believed to intercede before the throne of Siem on behalf of the Sindarin.

Siem's priesthood is minute. Known as Inthiars, they are wielders of illusion and keepers of ancient secrets. Not even the names of the various orders that worship Siem are known. They are fond of symbolism and magic and attach much significance to the stars and twilight. They build no temples, preferring to worship under the stars in sacred forest glades.

SILKEN VOICE, Order of



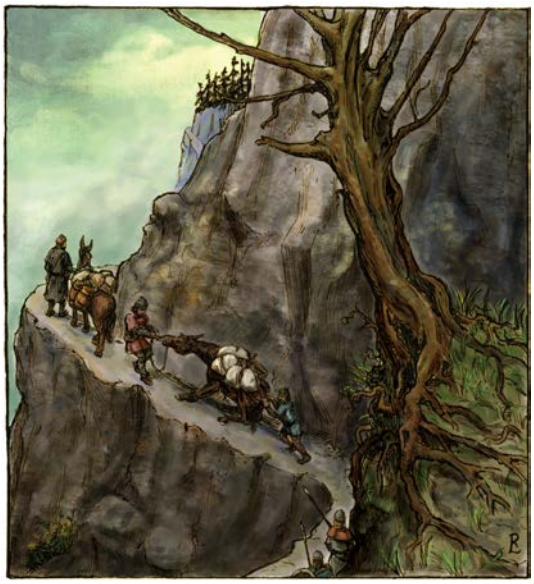
The only clerical order of the Church of Halea. It is a female order noted for its comely members. The order's main temple and the seat of the Halean primate for Hârn is located in the city of Shiran. There are subsidiary houses in every city of Hârn, except Azadmere. The mother house contributes to the fame of Shiran by its sale and rental of pleasure slaves highly trained in the erotic arts. The slaves are usually obtained from poor folk in need of cash. The trade in slaves of both sexes is a significant source of revenue for Halea's church.

SILVER HARP KING OF ARMS

The chief herald of Evael, who resides in the Silver Harp Palace of Arms in Elshavel.

SILVER WAY [K5+]

The name given to the trail linking Kaldor and Azadmere. Between the Naniom Bridge and Zerhun, the trail is rough and often very steep. This stretch is also infested with brigands as well as gargun from Fana, especially the difficult section from Guthe Ford to Zerhun. Only the last few leagues south of Zerhun are relatively safe.



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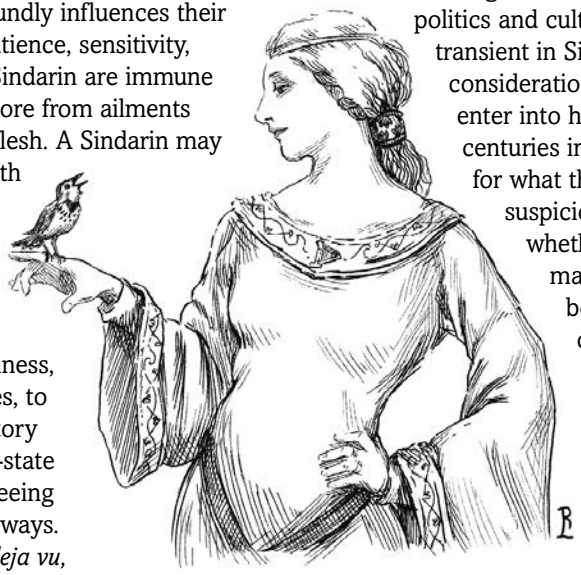
SIMPLE

Common, as in commoner. The opposite of gentle. The broad social class comprising the vast majority of the population (all but the nobility).

SINDARIN, The

The elves of Hârn are somewhat degenerate compared to those of Midgaad. They physically resemble humans but tend to be slim, slightly shorter, graceful, and fair of face. Most humans believe them to be immortal. Unless they fall victim to violence, a Sindarin may live for centuries. This longevity profoundly influences their character, giving them great patience, sensitivity, wisdom, and moodiness. The Sindarin are immune to human diseases, suffering more from ailments of the spirit than those of the flesh. A Sindarin may sit or stand for days on end, with no perceptible movement, contemplating a personal view of Kelestia. Sindarin do not sleep, experiencing instead a half-conscious blend of dreaming and wakefulness, incomprehensible to other races, to whom it resembles a hallucinatory drug trance. In fact, the dream-state is more akin to *jamais vu,* the seeing of familiar things in unfamiliar ways. The Sindarin also experience *deja vu,* probably due to their longevity. They are also possessed of powerful auras (psionic force) and tend, therefore, to be sensitive to enchantment.



The Sindarin are able to interbreed with humankind and such matches have become more common, a possible cause of the decline from their past glory. The offspring of such combinations will have many of the traits of both races, but will lack the Sindarin's longevity.

The Sindarin dwell almost exclusively within the Shava Forest in the Kingdom of Evael, ruled by King Aranath, a Sindarin of great age, wisdom, and power. The Sindarin neither farm nor keep livestock, preferring not to interfere with the natural beauty of their forest. They are hunter-gatherers of such skill that they never seem to starve or suffer a lack of leisure time for the pursuit of their unique poetry, music, and other arts. The Sindarin have built only a few necessary structures at Elshavel and Ulfshafen. The former is the seat of Aranath and the latter the kingdom's harbor and shipyard; a paved road links the two. The majority of the Sindarin live in bands of 20 to 60, ranging at will throughout the forest, little affected by extremes of weather. Non-Sindarin are rarely permitted within the forest. It is said that King Aranath is aware of each leaf and twig within his realm; the woodcraft of his subjects is certainly awesome.

In comparison with other cultures, that of the Sindarin lacks structure. There are no unfree persons, slaves, or serfs. There is only an enlightened nobility, who are served out of love, respect, and tradition, rather than out of fear, obligation, or legal compulsion. Guilds do not exist. A Sindarin is free to try his hand at any craft and will likely have skill in several. Most have acquired some skill at arms and there are unrivaled warriors among them.

The Kingdom of Evael takes little interest in the politics and cultures of other Hârnians, who seem transient in Sindarin terms. They expect the same consideration in return. A few Sindarin will enter into human society for a few decades or centuries in their youth. If they are recognized for what they are, they are often treated with suspicion and jealousy. Wandering Sindarin, whether as individuals or in small bands, may also be found (if they wish to be found) exploring the wild lands of Hârn. Although the islands of Keboth and Yaelin are frequently visited by the Sindarin, none live there.

The Sindarin and the Khuzdul do not generally like or associate with each other. During the Codominium, they dwelt harmoniously until later events, notably the Atani Wars and the Carnage of Kiraz, brought about the current enmity between them.

Given their long lives and peaceful ways, it would be natural to think the Sindarin population to be large and growing, but such is not the case. There are no more than 5,000 Sindarin on Hârn. Their numbers were not great to begin with, they breed very slowly, and historically, many have simply departed. For when Sindarin grow weary of Hârn, they will set sail from Ulfshafen in ships with white sails, headed for the Blessed Realm, never to return. Only the Sindarin know whether this is an elaborate form of suicide or a genuine voyage to a new world.

SIRENDEL Keep [K5]

Realm: Kaldor **Holder:** Sheriff of Thel
Population: 310 **Liege:** King of Kaldor

A royal keep held by the Sheriff of Thelshire. Sirendel was built from 355 to 430, with delays due to the unstable political situation in Kaldor. The sheriff, Sir Ranal Gybsen, 28, is a headstrong knight and presently unmarried. He is regarded as clever but uninspiring.

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SIRION [F5]

Lying at the mouth of the Deret River on the Shore of Lake Benath, Sirion is a well-guarded and secret base for mining operations at Iracu. A small fort, slightly inland and not visible from the lake or river, is manned by 60–120 mercenaries in the employ of the Miners' Guild. Silver is floated downstream from Iracu and loaded onto boats for reshipment to Shiran, sometimes via Stimos.

SIRION, Battle of

The great battle between Lothrim the Foulspawner and the Khuzdul of Kiraz, fought around 120 TR. The Khuzdul won, avenging Lothrim's destruction of their great city a few months earlier and marking the end of his empire.

SIRION SCROLLS, The

In 481, an expedition sponsored by the Corani Emperor Sylud discovered a cache of 14 Khuzan scrolls near the mouth of the Deret River. It was speculated that Lothrim acquired the scrolls during his pillage of Kiraz and buried them just before the Battle of Sirion. Most current belief concerning the early history of Hârn is based on these scrolls, several of which tell of events seven millennia ago and hint at events even older. One scroll told of the Khuzdul emerging from a "cradle of stone, artfully wrought, and split asunder…to give guard to my children." Some scholars have argued that "my" refers to the deity Siem, creating or awakening the Khuzdul to guard his Sindarin before departing the island; the Sindarin deem this interpretation ludicrous. Others put a different emphasis on the words "guard" and "children," suggesting the "cradle of stone" guarded the Khuzdul, who are themselves the children of a benign deity. Either interpretation can be made to agree with the legend of the Khuzan nativity, providing the tale with some factual basis. The Sirion Scrolls were stolen from the Library of Sylud in Coranan in 553 and have never been recovered.

SKARAKYLDRIK

Sarajin's father, one of the Pradeyalkri he defeated to take control of Ivinia.

SKIVAAL THE MARINER

One of the Avalir, a celebrated figure of Ivinian folklore. Skivaal set out to avenge his mother's abandonment by Sarajin. The god admired his courage but despised the fact that he wanted to kill his father. The god took Skivaal's memory and left him to sail the northern seas forever.

SKORUS, the Mixer

The tenth constellation (Ilvin 3rd–Navek 2nd) of the Kethiran zodiac, located in the southern sky.

The mixer symbolizes the blending of things to make new things. It lies at the transition of air and water and can represent condensation or precipitation, the kinds of transformation that can be brought about by love and learning, the result of thoughtfully contrived harmony.

Skoruns possess strong, motivated intellects. They are governed by emotion but are aware of this. Their lives are often filled with sadness, which they are able to learn from. They make good friends and delight in bringing people together, although the results are not always what they expect. They have the capacity to enjoy life and to bring pleasure to others. They enjoy experiment and exploration but are just as fond of home and family.

SLAVES

Slavery on Hârn is prevalent only in Rethem, the Thardic Republic, and in Orbaal, where they are called thralls. Hârnic slavers are members of the Mercantylers' Guild. The following are typical prices for slaves:

Laborer/thrall	240–480d
Pleasure slave	300–600d
Gladiator, etc.	480–960d

Exceptional slaves command exceptional prices. Lobrad, a Golothan gladiator with a score of wins in the Pamesani, was sold in 715 to a Thardic Senator for more than 9,600d; since then, he has won nearly twice that in wagers for his master.

SLI-HORDRH

Sli-Hordrh are artifacts of supposed Earthmaster orgin. They are in the shape of tetrahedrons and have psionic powers. One was secretly in the possession of Daelda, the former Sindarin king, through which he was able to cast his mind and communicate widely.

SLING

Any leather or rope weapon designed to cast a stone. Expert slingers, who are rare, can cast stones 100–200 yards with amazing accuracy. A normal stone is the size and shape of a chicken egg. Stones may be scavenged from stream beds, or lead shots may be made. The latter are a little smaller and, with less wind resistance, can travel farther. The sling requires a fair amount of room to use.

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SOFYN, Mount [K3]

A peak (6497') in the northwest Sorkin Mountains. The mountain can be seen from Noron's Keep and its foothills are the source of the Kald River.

SOKUS [J3]

A cave complex in the Sorkin Mountains inhabited by Gargu-hyeka.

SOLENO River [M9]

A river in southeastern Hârn that rises in the Anadel highlands and flows south and east into the Indatha Straits. There are Solori tribal villages along both banks.

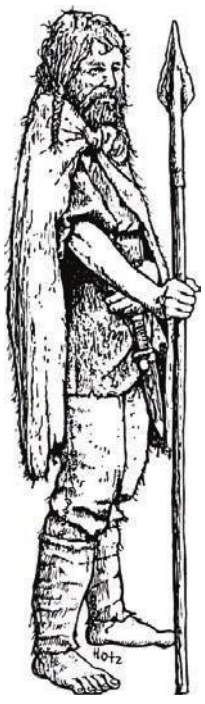
SOLORA [M9]

A sparsely populated, hilly and wooded coastal region in southeast Hârn, lying between the Soleno and Nuem rivers. Solora is the home of the Solori nation, a wild and barbaric tribal people. The Laranian Order of the Lady of Paladins, who hold Fosumo and Cundras, are in the process of "pacifying" the region and their knights often patrol here.

SOLORA CRUSADE

The Order of the Lady of Paladins are in the process of subjugating the Solora region, and their "crusading" knights often patrol here. There are tales of great cruelty on both sides, and factions within the Laranian church seeking to halt the "genocide."

SOLORI, The



A wild and barbaric nation ranging throughout Solora in southeastern Hârn. There are about 30 tribes, each of 40–150 people. The Solori have been plagued by conflict, first with the far more powerful Hodiri to their east, and now with knights of the Lady of Paladins, a Laranian fighting order, who are engaged in a crusade that is really a war of genocide. Due to this pressure from superior enemies, the Solori have been unable to develop their culture much above the primitive level. The tribes dress in hides and employ crude tools and weapons. Although their long-term survival is in doubt, the Solori cling to a legend that tells of a leader who will come from the south, bearing a sword of miraculous enchantment to drive their enemies away.

SOMET, Mount [H5]

A peak (7994') overlooking Direna Lake in the central Felsha Mountains.

SORATIR

A tri-monthly lay mass of the Laranian Church.

SORKIN Mountains [K4+]

A major mountain range in eastern Hârn. More than 100 leagues in length and as much as 30 wide, the Sorkins are a formidable barrier between Kaldor and the east coast. The Kingdom of Azadmere lies at the heart of the region, which is inhabited by several gargun tribes. The highest peak is Mount Esig at 7586', alleged to be the primal home of the Khuzdul of Hârn. Legend has a mail-clad bearded ghost in residence.

SPEAR

The spear is probably the most common weapon in the world, and there are many varieties. Shafts are usually between 5 and 6 feet long and the point may be anything from fire-hardened wood to a 12-inch metal blade. They are most effective in melee when used two-handed like a quarterstaff, allowing for subtle defenses and blunt or point strikes. This takes great skill, so they are more commonly used as thrusting weapons, either one- or two-handed.

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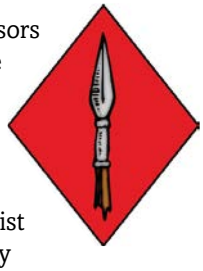
SPEAR OF SHATTERED SORROW, Order of the



The Larani clerical order that sponsors the fighting order, Lady of Paladins The order restricts its operations to eastern Hârn, as opposed to the Order of Hyvrik, which is generally confined to the west. The chief temple of the order is in Thay, while other temples exist in Cherafir and Tashal. The order is very wealthy, supported by the feudal aristocracy, and holds vast estates throughout Kaldor and Melderyn.

STAFF

A readily available weapon used by peasants, priests, and eccentric warriors throughout Lythia. As a two-handed weapon in competent hands, the staff attacks and parries quickly, but in one hand it is reduced to a crude thrusting stick. Most staves are plain wood, but some are reinforced with metal bands.

STEND, the Shield

A non-zodiacal constellation of the southern sky.

STILTRASSA

Commonly known as Green Arrow, stiltrassa grows in the damp soils around marshes and lakes. Its tuber is a powerful laxative and is used in medicinal potions.

STIMOS Keep [F6]

Realm: Tharda **Holder:** Stimos Cohort (2c)
Population: 480 **From:** Kom Legion

Stimos controls a northwestern frontier district that was originally settled by refugees fleeing the ravages of the Theocracy of Tekhos. A keep was built in 575 when Stimos joined the Federation of Kom. It is now an important mining depot. Ore shipments from Hikun, 25 leagues upriver, are stored here for shipment to Shiran. Shipping bulk ore is expensive and several foundries have been built at Stimos to smelt the ore before shipment to Shiran and elsewhere. The district legar is Ezarn Halan, a member of the area's most powerful clan and a man who enriches his clan by astute mining investments. The commander of Stimos Cohort's six companies is Maldain Pesed, known locally as the "Pirate of Pech." Only those who offer discreet bribes can avoid lengthy delays for various sundry inspections and red tape.

SUBINFEUDATION

The process whereby fiefs are broken into smaller fiefs and granted to lesser lords.

SUCCESSION

When a clanhead dies or is removed from office, a succession council of all adult clan members (sometimes just the men) convenes. Custom varies, but the whole clan, or the major part of it, generally gathers to mourn the deceased and elect a new clanhead. The succession council usually considers the known wishes of the departed, expressed in a will or testament. The deceased often has at least one vote that, if there is no will, is exercised by his or her spouse. In a clan that is no more than a nuclear family, the spouse, eldest son, or daughter inherits by default.

Because one of the clanhead's children is usually elected, most often the eldest, a succession council may seem a hollow formality. In some clans, women are excluded or treated with prejudice. Candidates may plead their claims, but sometimes the council elects a clan member who has not offered her or his candidature. Sometimes, the ideal is achieved and the most competent clan member is elected. While unofficial interference is not uncommon, clans are legally permitted to select their own leaders as they deem fit. Disputes that are not resolved within the clan are usually decided in feudal courts by the liege. A new clanhead must satisfy the liege before taking possession. This may amount to a veto on inheritance. To take possession, the heir must ceremonially swear homage and fealty (see also HERIOT).

Inheriting minors often have their estates placed in the trust of their lord, while they themselves are made wards until they attain the age of 21. Widows may be treated similarly until they remarry. A liege will often overwork ward estates to the verge of impoverishment; it is considered unseemly to then require payment of heriot.

SUDELRHYNN, the Bearer of the Loam

The first Ivashu created by Ilvir, who honors its creator by remaining forever at Araka-Kalai and performing the most menial labors.

SUDELRHYNN, Order of

A clerical order of the Church of Ilvir, based in Leriel. The group's full name is the Order of Sudelrhynn the Bearer of Loam. The order was founded around 180 TR by clerics of the Order of the Ochre Womb. These dissidents favored a more accessible Ilviran religion and their sect soon became the largest and most powerful Ilviran order. The present grandmaster of the order, Liastefan of Trythe, is the high priest of the Leriel temple and the closest thing to a primate of Hârn. The order is relatively wealthy, mainly from donations received from pilgrims to Araka-Kalai.

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SUMON Keep [E8]

Realm: Kanday **Holder:** Baron Udanel
Population: 310 **Liege:** Earl of Heroth

Sumon keep was built in 383 on the site of an ancient tribal fortification. It was an independent ally of the second Republic of Aleath and was annexed by Kanday in 632. The barony was created in 658. The present baron is Antyn Udanel, 52, an ill-tempered and sarcastic man who has walked with a severe limp since a riding accident 26 years ago.

SUNRISE KING OF ARMS

The chief herald of Melderyn, the other Hârnic kingdoms, Ivinia, Emelrene, and Palithane. He or she resides at the Enclave of the Golden Orb in Cherafir.

SUNSIGN (see Zodiac)

SURCOAT

A cloth garment, usually of linen, worn over metallic armour. It generally extends to just below the knee. In combat, a surcoat gives marginal protection, but its main purpose is to protect other armour and identify the wearer; surcoats are generally decorated with heraldic achievements.

SUSSO, the Boar

A non-zodiacal constellation of the northern sky.

SUTHEN River [E5]

A swift-flowing river that rises on the slopes of Mount Echephon in the Rayeshas and flows northwards to join with the Uthel to form the Pemetta River. The Suthen is fordable three leagues upriver from this fork.

SWARM

A large migration of gargun.

SWELDRE

A demigod of Siem who visits Hârn more often than does his master. Sweldre is believed to intercede before the throne of Siem on behalf of the Hârnic Sindarin. Among Sweldre's achievements is the creation of the Selenien script used by the Sindarin.

SWORDS

The variety of swords numbers in the hundreds. Their use is restricted by law in most civilized regions to legitimate military units, sometimes only to officers or knights. A sword fight generally consists of one combatant swinging or thrusting the blade while his opponent dodges or blocks with a shield. Blocking or parrying with a sword is rarely a good idea, and knights caught without a shield often yield or flee. See also Bastard Sword, Battlesword, Broadsword, Estoc, Falchion, Vagorsereq, Mang, Mankar, Shortsword, Thanath.

SYCANUS

The ichor-dripping sickle wielded by the god Agrik.

SYLUD the Scholar

The tenth monarch (465–485) of the Corani Empire. The son of Mejenes the Great, Sylud was a totally different ruler from his father. He was absolutely opposed to war and encouraged learning and the arts to flourish within the empire. Sylud's court was filled with learned, educated advisors. He adopted the Melderyni calender (Tuzyn Reckoning) in 471 to replace the inaccurate Corani calender then in use, built several cultural centers such as the Library of Sylud in Coranan, and encouraged archeological expeditions, one of which discovered the famous Sirion Scrolls in 481. Unfortunately, Sylud's distaste for militarism had its price. In 477, the imperial fortress at Kustan, short of both men and supplies, was captured by Peran barbarians and its garrison was massacred. Corani rule in this wilderness was effectively terminated, never to be regained.

SYNDIC (see Guilds)

SYVERHYN

A race of immortal and beautiful women who were chosen by Halea to be her chosen people. They were dutiful toward their goddess until men began to worship the women rather than Halea. To discourage this, the Syverhyn adopted prudish garb and a habit of aloof virginity. Halea smote the shrines of the Syverhyn and cast them out, cursing them so that they would only be attracted to males of other species. When a Syverhyn consummates her desire, she suffers a painful pregnancy culminating in the birth of a squat, ugly, horned, hairy, and exceedingly lustful male (commonly called a satyr).

Female Syverhyn sometimes behave in the manner of dryads, charming mortal men into a dalliance lasting nine months, after which the birth shocks the man back into his own world. The Syverhyn continually petition Halea for forgiveness, which she grants only occasionally to favored individuals.

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TAARESKELD, Clan

The Ivinian clan that is the royal house of Orbaal. Founded in 686 by Hagined, the three kings of Orbaal to date have all been from this clan, which holds the powerful domain of Geldeheim. King Alegar II is the current head of Clan Taareskeld.

TABURI

A knife balanced for throwing. The taburi has a sharp point but no edge or hilt. They are popular weapons among the Lia-Kavair.

TAELDA, The

Forty tribes of nomadic hunter-gatherers who inhabit southern Nuthela. A Taelda community, usually several hundred individuals, will move to a new range yearly. Crude log houses and hide tents are both used. Although they weave various cloths, most of the males dress warmly in the cured skins and furs for which the region is well known. The warriors employ spears and bows for hunting. Some have shortswords obtained through trade or pillage.

TAI, the Lantern Bearer

The ninth constellation (Savor 4th–Ilvin 2nd) of the Kethiran zodiac, located in the southern sky.

The lantern bearer, also called the guide, is a mystical symbol of knowledge and of the quest for it. An air sign, Tai is ephemeral and mysterious, the essence of "mind" that seeks the truth. Tai is also an autumn sign; the leaves are dry and dying, as might be the Taian's quest if he follows his tendency to neglect the mundane and earthly.

Taians are intellectually inclined and possess an almost insatiable curiosity. Their interests may lead them to neglect important day-to-day activities and they can be thoughtless of others. They are not without compassion, however and regard knowledge as the greatest gift; they are often all too willing to guide others. They are teachers who love to share their learning with friends and strangers. They are not demonstrative; strong emotion will confuse or embarrass them. Those born under Tai treasure and seek knowledge, but may be naive.

TALAGAAD

The ice castle home of the god Sarajin. Those who worship Sarajin and fall in battle (the righteous dead), come to Talagaad and spend each day in the valley below the castle, hacking and slaying each other until the snow runs red. At dusk, all retire within Talagaad, including those newly slain, for a long night of feasting and wenching. By dawn, all will be revitalized in this warrior's paradise to repeat the endless battle.

TANDIR Castle [G2]

Realm: Orbaal **Holder:** Clan Verakaar
Population: 635 **Tribute:** King of Orbaal

A Jarin keep was built on the site in 556 but, after its capture by the Ivinians in 665, it was upgraded to a castle from 698 to 704. Bjan Verakaar, 46, is given to ungovernable rages and he has killed several thralls in fits of anger. Bjan bears a deep, irrational hatred for Alegar II and habitually plots rebellion. The Verakaars are related to clan Verak in Menglana and receive tribute from Gyfyn and Quiam.

TANE

First ruling house of Kaldor (188–377), founded by Medrik I.

TANIA, Princess of Brief Ecstasy

Of Halea's seven demi-divine handmaidens, Tania most moves among mortals, usually in the form of a beautiful courtesan. Tania is the demi-goddess of sex and passion. She is jealous and often leaves her partners worn to the point of exhaustion.

TAPESTRY OF QUALDRIS

A wall covering in Castle Qualdris commemorating the murdered Torlyne Odas. The tapestry "bleeds" on each anniversary of her death.

TARAEL, the Pentacle

The eighth constellation (Halane 5th–Savor 3rd) of the Kethiran zodiac, located in the southern sky.

Tarael is the principal sign of air and of autumn. Pentacles are the key sign of magic, but are also symbolic of wealth and its intangibility. The pentacle is a principle that can achieve results with slight, seemingly unrelated, action. The pentacle is also symbolic of bondage or enclosure that is intangible, of the constraints that encircle but may not be seen, such as duty and obligation.

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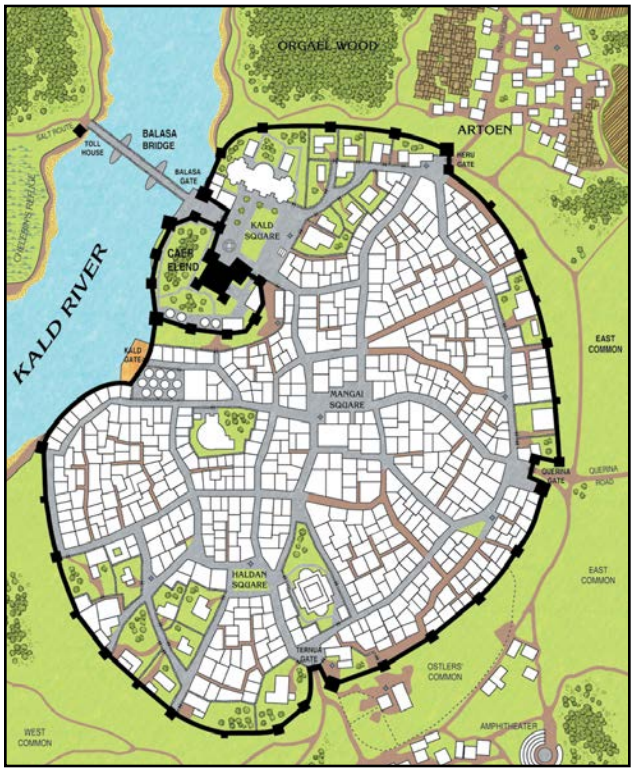
Those born under the pentacle rarely approach problems directly; they circle and approach in a spiral along the path of least resistance, causing confusion in more direct-minded observers. This approach to problems is often the best, but Taraelans also tend to procrastinate or take unnecessarily long to reach conclusions. If they are impatient, they may suffer frustration as goals seem always out of reach until they are actually attained.

TASHAL, City of [J5]

Realm: Kaldor **Holder:** Constable
Population: 11,400 **Liege:** King of Kaldor

The largest settlement of Kaldor and the second largest city on Hârn. Tashal is held by the king; it is not a freetown, although an aldermanic council of 12 helps govern. The king spends at least six months each year in Tashal. His constable, Sir Haldare Venera, a skillful and loyal servant, administers in his absence.

Tashal is situated on the left bank of the Kald River just below its confluence with the Hemurin. The city was founded in 128 by Shala of Kephria on the ruins of Kelapyn-Anuz, formerly an eastern outpost of Lothrim's empire that had been plundered in 121. During the early years of the Migration Wars, the barbaric Kath pillaged most of Kephria's lands, but Tashal was seized by Medrik I of Serelind in 187 and incorporated into his newly founded Kingdom of Kaldor in 188.



The city is the economic hub of eastern Hârn. Early each summer, four large caravans converge on the city: from Orbaal and the north down the Fur Road, from Azadmere via the Silver Way, from Tharda along the Salt Route, and from Thay by way of the Genin Trail. The diverse products they bring are busily traded through midsummer in something of a carnival atmosphere. As summer wanes, four caravans bear away goods to the north, south, east, and west. Tashal has some of the wealthiest guilds on Hârn; her mercantylers venture all over the island and sometimes reach Lythia in their search for profit.

Tashal is not exceptional for its architecture. As a royal city, however, it does boast impressive fortifications. The hidden guildhall of the Lia-Kavair and the covert temple of Naveh are connected to extensive, labyrinthine, underground tunnels. Due to their proximity to the Kald, many of these are prone to flooding. Few know of the tunnels, fewer still explore them. The tunnels may have been designed as sewers by the architects of Kelapyn-Anuz.

Tashal has the following temples and clerical orders:

Halea	The Silken Voice
Ilvir	The Yellow Hand
Larani	The Spear of Shattered Sorrow
Naveh	Covert and illegal
Peoni	The Balm of Joy
Peoni	The Irreproachable Order
Sarajin	Clan Endjan
Save-K'nor	The Hyn-Aelori

TASPARTH

Also known as Boar Root, the tasparth plant is found near ponds and lakes, especially around Lake Benath. The large tuberous root is used to make an ordeal drug used by tribal shamans.

TAUR–IM–AINA

One of the "natural mysteries" recognized by the religion of Siem, Taur-im-Aina are holy groves used by the Sindarin and other Siemists for meditation and worship. These forest glades are scattered around the worlds, linked in some esoteric way to the deity and to nature in general. The term means "Holy place in the woods" in the language of the Sindarin.

TAWHEIM Keep [J2]

Realm: Orbaal **Holder:** Clan Zwaiga
Population: 585 **Tribute:** King of Orbaal

Tawheim has no tributary domains and is accessible only by sea. The keep was built in 422 on a more ancient ruin and was conquered by the Ivinians in 654. Dagaas Zwaiga, 32, is well traveled and intelligent and has brought the customs of many lands to his court. Clan

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Zwaiga, a branch of clan Zwaig from Seldenbaal, avoids intrigue and maintains an independent stance in the fractious politics of Orbaal. There is a small Ilviran shrine near Tawheim maintained by a group of Jarin calling themselves the Enclave of the Verdant Pool. Some claim they are connected with an outlandish creature and seek to stir up Jarin unrest. Dagaas seems very tolerant of their activities.

TAZTOS, Fort [G7]

Realm: Tharda **Holder:** Taztos Cohort (5c)
Population: 125 **From:** Ramala Legion

A fort held by five companies of the Ramala Legion, approximately 75 foot and 25 cavalry. This force is hopelessly inadequate for its assigned task of patrolling the huge Athul wilderness dominated by the hostile Tulwyn tribal nation. Ambitious plans to build a road linking Taztos with Telen exist, and there are rumors that the Marshal of Ramala will soon build a new fort further east along the Salt Route, possibly as far east as the Farin River. Soldiers of the Ramala Legion have a saying, "Nothing lies east of Taztos save arrows thick as rain and an unmarked grave." One recent survey expedition near the Farin, protected by a company of 20 men, was ambushed by the Tulwyn. Only two lived to tell of it.

TEB River [F7]

A slow-running river rising in the Teb Marshes along the northwest flank of the Mimea Hills. The Teb, a tributary of the Thard, is bridged at Moleryn Castle.

TECHEN Castle [E7]

Realm: Rethem **Holder:** Earl of Techen
Population: 410 **Liege:** King of Rethem

The principal seat of Earl Lenesque, Techen was built as a keep during the Corani Empire in 379. The castle was constructed by Arlun in 637–39 to guard the frontier of his kingdom. Nemiran created the earldom in 673, granting the title to Cholarn Lenesque. The present earl, Revi Lenesque, one of three powerful earls in this perfidious realm, also holds Phira and Senun keeps and receives fealty from the barons of Omnis and Thiri. The earl is in his early 20s and was a ward of the crown from 706 to 719, when he came of age at 21. He supports King Chafin III against the very powerful Earl of Tormau, but loyalty is a fickle Rethemi trait.

TELEN Castle [F7]

Realm: Tharda **Holder:** Coranan Legion (2c)
Population: 2,530 **From:** Thardic Senate

The capital of Coranan Province. Telen is a partially walled town on the Thard River with an impressive citadel that is the headquarters of the Coranan Legion. Telen became part of the Corani Empire in 325, although the site has been occupied for more than a thousand years. It soon developed into a thriving town, second in size to Coranan until the city of Shiran prospered in the sixth century. After the collapse of the Theocracy of Tekhos in 588, Telen was an independent oligarchy ruled by the powerful Nordaka clan. In 623, the town joined the Coranan Republic, and became the capital of Coranan Province when the Thardic Republic was founded in 674. Despite these numerous changes over the last 100 years, the Nordaka clan remains the dominant force in the political, economic, and social life of the settlement and its hinterland. Marshal Cobart Nordaka commands a legion of six cohorts, 21 companies strong. Six companies are headquartered at Telen, four at Verus and Ostenor, and three each at Chenad, Esuron, and Hibut. The magistrate of the province is Amerak Nordaka. These two cousins are among the most powerful men in the republic.

TELUMAR [L7]

An ancient site located in a pass between the Sorkin and Anadel mountains, Telumar contains one large building and four smaller ones from the Earthmaster era. These were partially buried by a landslide 13 years ago. A ruined Khuzan stone wall dating from the Atani Wars once guarded nearby Telumar Pass and there are two buildings of recent construction. The range of the Chindra Gargu-hyeka surrounds Telumar and it is also a sacred site of the Bujoc tribal nation, who hold their winter moot in the southern hills overlooking the site. The Earthmaster ruins give off a pinkish glow in moonlight and inexplicably bright flashes and "light storms" have been reported. The few explorers who have ventured inside Telumar have not returned. It is not widely known that one Lepridis of Melderyn, an eccentric Lyahvian mage, resides here with several apprentices and servants. Giving the impression of senility to most who encounter him, Lepridis has been studying Telumar's strange optical properties since 713.

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TENANT-IN-CHIEF

A feudal lord who holds his fief directly from the sovereign.

TENDUT, Mount [H4]

A high peak (8297') in the western Rayesha Mountains. The Foy Glacier flows down its northwest slope to feed the Foy River.

TENIL, Fardir

A missionary priest and knight of great prowess who led early Laranian missions to Hârn. He was wielder of the holy silver spear "Protector," which features in the legend of the Spear of Shattered Sorrow.

TENTMAKERS' Guild

Tentmakers have a monopoly on the production of tents and awnings; they make pavilions for traveling nobles and stall covers for street vendors. Their basic product is canvas, which they weave from flax and sell to shipwrights, mercantylers, and chandlers. Some tentmakers manufacture sails and deck tents for ships, others specialize in renting tents and stalls to those attending fairs and tournaments. A tent sells for around 3d per square foot, hence a 10' × 10' pavilion tent, the kind most common at fairs and tournaments, would cost about 300d. Tents decorated with heraldic or other symbols cost more.

TEPR River [E8]

A short river forming in marshland of the Ternu Heath and flowing northeast to join with the Eryn River three leagues above Dyrisa Castle.

TERANYA

Teranya is a rare fern found in deeply shaded areas of woods and forest, growing in stony, acidic soils. It is useful in treating visual impairments.

TERNU Heath [D8+]

An extensive, hilly heathland in southwest Hârn that contains several marshy areas. A few bandits live here, but not much else. The mysterious and sinister site of Tesien is located in the northern range of the heath.

TERNUA Keep [K5]

Realm: Kaldor **Holder:** Baron Verdreth
Population: 395 **Liege:** King of Kaldor

A barony in Semethshire, held from the king. Originally built in 165 by the Kingdom of Kephria, the keep guards a well-maintained wooden toll bridge over the Nephen on the Genin Trail. Tarmas Verdreth, 43, is a corpulent man notorious for his crudity and boorish manners. Nonetheless, he's a capable lord and few regard him the fool he pretends to be.

TERRA

A world of the Kethrian family. A magic-weak, dull sort of place, mostly harmless.

TERYFF Keep [H1]

Realm: Orbaal **Holder:** Clan Sirajud
Population: 250 **Tribute:** Keiren

The keep was built by the Jarin in 606 and captured by the Ivinians in 660. Ragnaar Sirajud, 68, is still relatively vigorous, although lame from a wound suffered in the Rape of Thay. He has recently married his ninth wife, Freyta Haidaar, the 17-year-old granddaughter of the lord of Shese.

TESIEN [D7]

An Earthmaster site on Ternu Heath, Tesien has a sinister reputation beyond that of other similar sites. It is known as the "Place of Bones," a reference to the fact that the site has a reputation for "swallowing travelers whole." The most notable of these was Prince Elos, the son and heir of King Calin of Aleathia, who disappeared while exploring the site in 389. Legends of great enchantment and wealth abound, and most tales mention the "Fenland Stalker," a nebulous and seldom-described guardian of the site. The site was once used by Workol, a court astrologer who served as chancellor during the reign of the Corani Emperor Shorka. Workol had determined that Tesien was the ideal location for building a "City of the Sky." This became the base of operations for the Adepts of the Sable Eye, a motley collection of renegade mages, astrologers, and frauds who acted as "advisors" to Workol. This ambitious and expensive project was abandoned with the execution of Workol in 555. Most sane folk avoid the site, but at least one band of outlaws has sought refuge in and around the ruins.

TEZITH, Mount [L3]

A majestic peak (6488') in the Sorkin Mountains northwest of Azadmere. As with most of the mountains nearby, the Khuzdul deem it sacred and off limits to travelers.

THALIA, Princess of Fortune

One of Halea's seven demi-divine handmaidens, a whimsical and capricious entity who delights in the vagaries of chance. A patron of gamblers, she is often invoked (even by non-Haleans) with the expression "catch, recast," which asks Thalia to catch and re-throw the dice.

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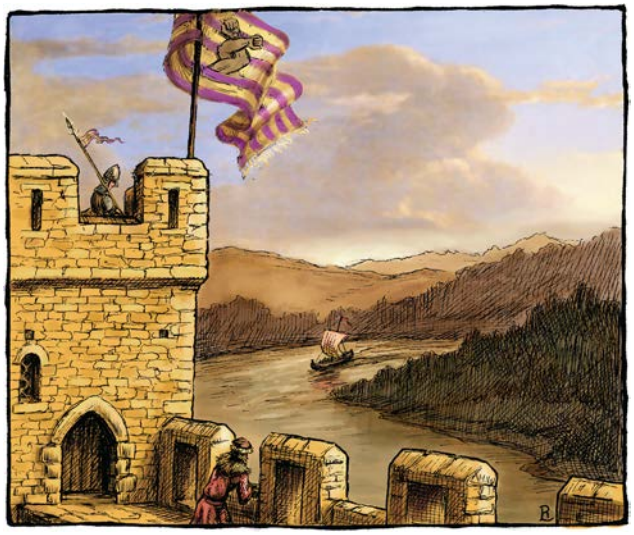
THANATH

The "miraculous" swords of Hepekeria, able to cut easily through six anvils in a single stoke.

THARD River [G6+]

The river that has dominated the economic and cultural history of the Tharda region for centuries. At roughly 110 leagues, the Thard is the second-longest river on Hârn (after the Kald). Its gentle meandering has created a fertile alluvial valley, the cradle of several Hârnic civilizations. Golotha, Coranan, and Shiran were all founded on its banks. Its wide channels are navigable from Lake Benath to the sea. The river, especially its lower reaches, is subject to occasional flooding. The Great Flood of 521 drowned thousands of Thardans; the flood of 707 was less destructive, killing only a few hundred.



THARDA [E7+]

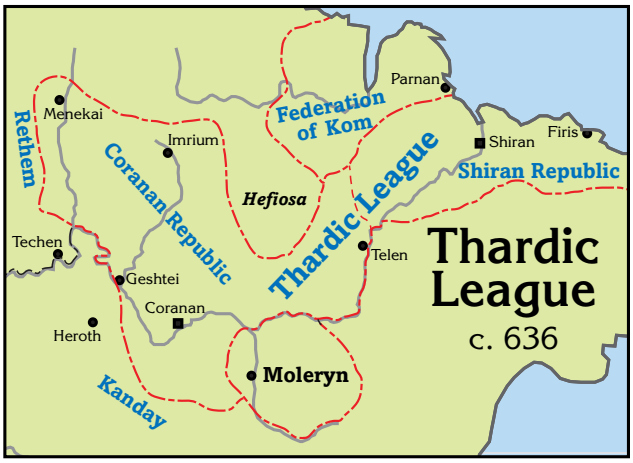
A region in western Hârn named for the Thard River, which bisects it. Tharda is the most densely populated area on Hârn. The name is also a common reference to the Thardic Republic.

THARDIC LEAGUE

The league formed in 636 by the Coranan and Shiran Republics and that evolved into the Thardic Republic in 674. The two republics, both of which had arisen from the ashes of the Interregnum, formed a mutual defense alliance in 632. When Arlun the Barbarian led his Peran tribesmen down from the north to conquer Golotha and found the Kingdom of Rethem in 635, the republics hastily concluded a new treaty. The treaty created the office of autarch, to be held by men of military experience who would have responsibility for external affairs and defense; the republics were to retain internal autonomy. Autarchs were to be elected for terms of seven years, and might not serve more than once. Six men held the office of autarch:

Neradas	636–643	Jalien	657–661
Lepral	643–650	Colura	661–668
Karnis	650–657	Aglir	668–674

With the assassination of Aglir in 674, the office of autarch was abolished. Later that year, the League voted to form the Thardic Republic.



THARDIC REPUBLIC

A plutocratic state, unofficially called just Tharda, misgoverned by a republican senate from the city of Coranan. The republic was founded in 674, having evolved from the Thardic League. Although not a feudal state, the Thardic Senate is controlled by 66 wealthy patrician families who own 90 percent of the land. The capital city of Coranan is Hârn's largest city. There is one other walled city, Shiran, and several large towns, notably Kuseme, Moleryn, and Telen.

The supreme governing body of the republic is the Thardic Senate, housed in the Chamber of the Red Domes in Coranan. The major responsibilities of the Senate are to levy taxes, conduct foreign affairs, and appoint various key officials. The senate is often deadlocked because of the rivalry between five or six powerful factions, including an imperialist party that intrigues for a revival of the once-mighty Corani Empire.

The senate originally had 54 members, but this has grown to 68. They are an elite group, elected to office for life. Theoretically, any person of talent and ambition can become a senator, but in practice, all are wealthy landholders. Senators are elected by two-thirds majority of their peers. Candidates are judged primarily by the value of the bribes they offer. Senator Markaz from Shiran is rumored to have spent 300 gold crowns (a fortune) to get elected in 718.

The republic is divided into six administrative provinces: Coranan, Eidel, Gerium, Kom, Ramala,

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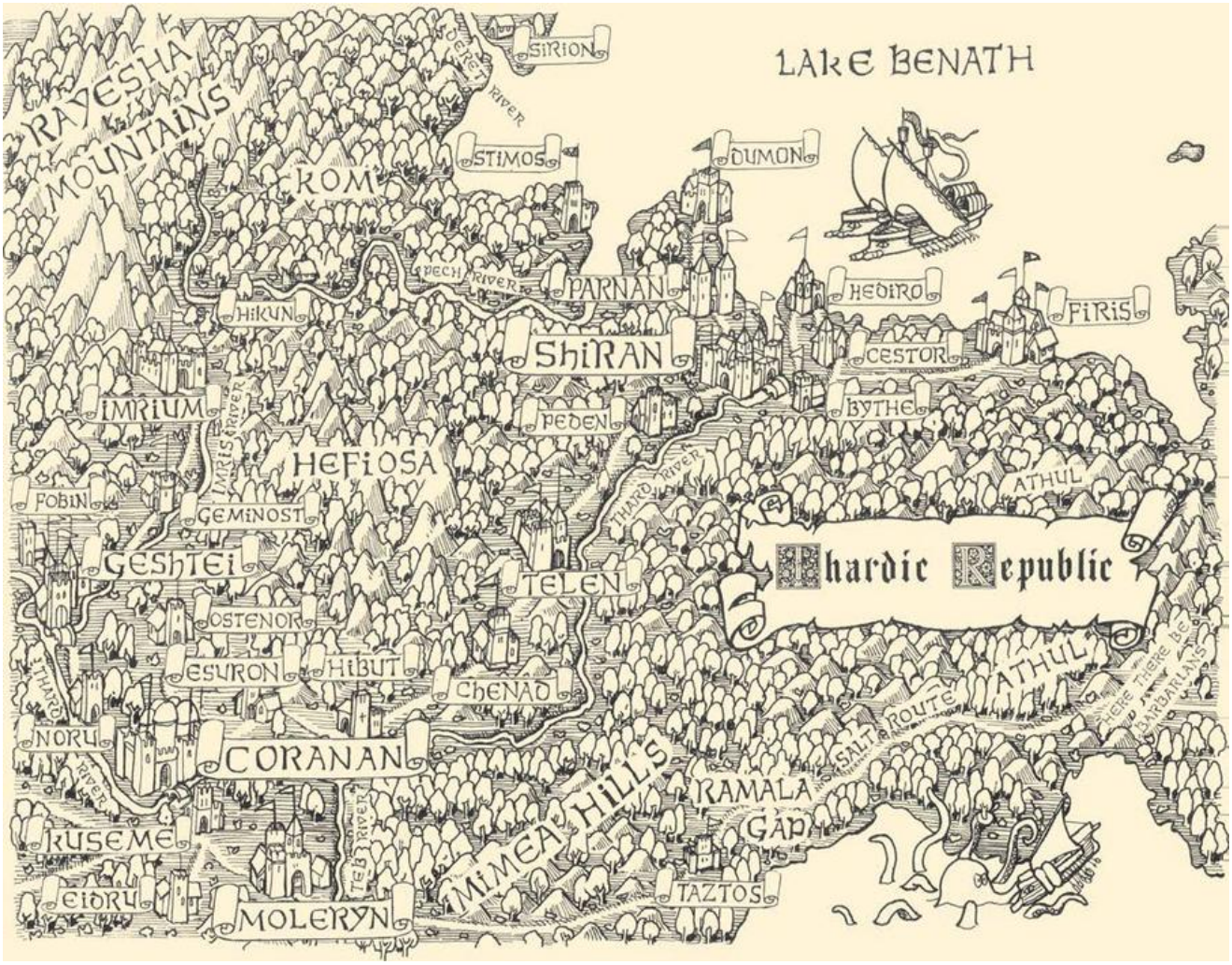

and Shiran. Each province has two governors: a civil administrator called a magistrate, and a marshal who commands the provincial legion. Each is appointed for a three-year term that may be extended at the pleasure of the Senate. Each governor can veto the other's decisions; deadlocks are referred back to the Senate. Neither official is paid and corruption is rampant. It has been said by some forgotten wit, that a provincial governor can steal enough money in his first year to pay the bribes that got him the appointment, enough in the second year to bribe the jury that will try him for corruption when he retires, and more than enough in the third year to live in luxury for the rest of his life. It is possible (although rare) for one person to hold both offices. Such is currently the case in Eidel Province.

Each of the Thardic provinces has its own legion under the command of a marshal, made up of a varying number of cohorts and companies that are assigned at the discretion of the senate. The legions are responsible for maintaining order within the provinces and for defense against foreign aggression. All Thardic keeps and castles are garrisoned by legion units. It is treason (a capital offense) for any marshal to lead his army outside his province without senate approval.

CORANAN PROVINCE
- **Telen**
  - Chenad
  - Esuron
  - Hibut
  - Ostenor

EIDEL PROVINCE
- **Kuseme**
  - Eidru

GERIUM PROVINCE
- **Geshtei**
  - Fobin
  - Geminost
  - Imrium
  - Noru

KOM PROVINCE
- **Parnan**
  - Dumon
  - Stimos

RAMALA PROVINCE
- **Moleryn**
  - Taztos

SHIRAN PROVINCE
- **Shiran**
  - Bythe
  - Cestor
  - Firis
  - Hediro
  - Peden

The city of Coranan, although it lies within Coranan Province, has its own separate government.

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THAY, City of [M7]

Realm: Melderyn **Status:** Freetown
Population: 4,200 **Charter:** King of Melderyn

Thay is a walled freetown at the mouth of the Horka River governed by a lord mayor and council of 10 aldermen. The town was founded in 573 on land granted by King Poleryn of Melderyn to refugees from Aleath fleeing the Theocracy of Tekhos in western Hârn. The town has grown to become the largest settlement in mainland Melderyn. This has become a sore point with the earls of Elorin, whose principal seat of Harden has declined with the success of Thay.

The attempted Rape of Thay by Ivinian raiders from Orbaal in 705 just failed to breach the city's defenses. In 707, a larger viking force would almost certainly have succeeded, but was destroyed when a freak storm wrecked the fleet on nearby Renda Rocks.

The hand of Melderyni kings has rested lightly on the city, allowing it to develop in its own way. The only visible aspect of external domination is the law that all vessels traveling from Lythia must first stop and pay duty at Cherafir. The main streets are well patrolled, but honest folk are left much to themselves. The guilds are well established and active. Fishing and pottery are significant industries and the Miners' Guild operates lead, tin, zinc, and copper mines in Anadel. Thay is the southern terminus of the Genin Trail to Tashal. Many goods pass through the city's dock-side markets during the spring and summer.

The following temples and clerical orders can be found in Thay:

Halea	The Silken Voice
Larani	The Spear of Shattered Sorrow * +
Peoni	The Balm of Joy * +
Peoni	The Irreproachable Order
Sarajin	Clan Yebaaling
Save-K'nor	The Hyn-Aelori

* Headquarters of the Order.
+ Seat of the Primate of the Hârnic Isles.

THELSHIRE

One of seven shires in Kaldor. Sirendel is the shire moot, held by the Sheriff of Thel for the king.

THEMESON Keep [E6]

Realm: Rethem **Holder:** Cohorts of Gashang
Population: 425 **Liege:** King of Rethem

Themeson was held by the Thardic Republic until 708, when it was captured by the Red Shadows of Herpa, an Agrikan fighting order. A dispute within the church resulted in the creation of a new clerical order, the Eight Demons, whose sponsored fighting order, the Cohorts of Gashang, seized the keep in 714. The Eight Demons, although headquartered in Shiran, still holds extensive lands in the region. The Cohorts of Gashang have not sworn fealty to Chafin III and may intend to return Themeson to the Thardic Republic. The grandmaster of the fighting order is Crasel Merbed.

THEOCRACY OF TEKHOS, The

A Morgathian theocracy that resulted from the Balshan Jihad and ruled all of Tharda for 20 years (568–588). It was a repressive religious dictatorship ruled by Horahnam of Clan Tekhos from Shiran. Horahnam was assassinated in 588 and the Theocracy collapsed, to be followed by the years of chaos known as the Interregnum. In Rethem, a pale shadow of the Theocracy lingered on around the city of Golotha until its fall to Arlun of Peran in 635.

THESPIANS' Guild

A small, exotic, and somewhat eccentric guild that trains and takes in actors and other performing artists. Thespians are not members of the Harpers' College, although a harper or two often travel with thespian troupes. A master thespian usually operates his own touring troupe and is probably a playwright, actor, juggler, and acrobat. Most guildmembers are apprentices and journeymen who will never head their own troupes.

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Most companies are capable of staging elaborate and varied performances; many specialize, some in religious or educational material under the tacit sponsorship of some religious order. There are also some 27 basic dramatic themes that are constantly being reworked by practitioners of the "classical" school. Traditional forms tend to be stylized; puppetry and mime are common. Even new plays tend to be conservative, and hardly ever political, since many performances are monitored by secular and ecclesiastical observers. Most troupes play to noble households for negotiated fees or in the street for thrown offerings, hopefully coins.

THESSE, Mount [I4]

A peak (7259') in the northern Felsha Mountains, said to be the "Son of Wynan," Hârn's highest mountain.

THIEVES GUILD (see LIA-KAVAIR)

THIRI Keep [E7]

Realm: Rethem **Holder:** Baron Risalsin
Population: 350 **Liege:** Earl of Techen

A barony in Zabinshire, Thiri was built in 623 during the Golothan Theocracy and was captured by Arlun the Barbarian in 635. King Nemiran created the barony in 678, granting it to clan Risalsin with a feudal obligation to the Earl of Techen. The fief suffered immense damage in the Thard flood of 707, but has since recovered much of its wealth. The present baron, Gerd Risalsin, is a quick-witted and good-humored man, the latter trait something of a rarity in Rethemi politics.

THOEN Keep [K1]

Realm: Orbaal **Holder:** Clan Mordauk
Population: 310 **Tribute:** Sherwyn

The Jarin built Thoen keep in 609, but it fell to the Ivinians in 657. Turvald Mordauk, 26, has intellectual limitations and is easily influenced. He is gradually being persuaded by the lord of Kjen to rebel against Clan Sherwyn.

THONAHEXUS, the Herald of Inor Teth

Thonahexus sits in a high throne atop Inor Teth, watching in all directions. It is his task to deal with visitors. He knows every living thing by sight.

THRAND Keep [H1]

Realm: Orbaal **Holder:** Clan Trajaka
Population: 505 **Tribute:** Pled

Thrand keep was built by the Jarin in 490 and captured by the Ivinians in 670. Maalni Trajaka, 45, is often befuddled by drink. Members of the Trajaka thrangaad are considering replacing him.

THRANGAAD

The council of elders of an Ivinian or Orbaalese noble clan. Membership is restricted to men with three or more wives. The thrangaad has the right to elect the valhakar, or clanhead.

THURSA Keep [I1]

Realm: Orbaal **Holder:** Clan Sardosk
Population: 420 **Tribute:** Zuden

Thursa keep was built by the Jarin in 538 and captured by the Ivinians in 653. Caadern Sardosk, 31, was elected valhakar in 719 after his uncle choked to death on a piece of tainted meat. Caadern's election was primarily due to the sudden and violent deaths of all other potential candidates. He professes to be a devoted adherent of Sarajin but has encouraged the building of a small Agrikan temple near Thursa.

TIEKA Island [B10]

A hilly, forested island between Kamace and Anfla off the southwest coast of Hârn. Tieka has no permanent inhabitants, but seasonal fishing camps for the Kamaki and Adaenum exist.

TIMBERWRIGHTS' Guild

The Timberwrights' Guild has a monopoly on commercial logging. Timber rights are held by landowners, who are free to cut timber for their own use or that of their vassals, but only timberwrights may sell for profit. Timberwrights obtain licenses from landowners for negotiated stumpage fees averaging 10–30% of selling price. It is generally a serious offense to cut trees without such a license. Some timberwrights obtain lumber from wilderness areas, but this is not necessarily cheaper due to higher transportation and security costs. Most timberwrights operate a sawmill where logs (timber) are sawn by hand into planks (lumber) of various dimensions. Their main customers are woodcrafters, shipwrights, masons, and charcoalers. Miners generally have the right to cut their own timber but often employ bonded timberwrights for their expertise.

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TINCTURE

In heraldry, the hues of a shield. Tinctures fall into three categories: colors, metals, and furs. The colors are gules (red), tenne (orange), vert (green), azure (blue), purpure (purple), sanguine (blood red or brown), and sable (black). The metals are ór (gold) and argent (silver). There are numerous furs, the most common of which are ermine, erminois, and vair. The most basic rule of heraldry is that a color cannot be placed touching a metal.

TIRAGEYTH

A small flowering plant found in forest and woodland that produces a single blue-white flower in the late spring. Chewing the dried leaves gives a sense of well-being and euphoria.

TIRANNON, the Gate of the Mighty

A lay ritual of the Laranian Church that is considered the final step in becoming a knight. On the day before knighthood, the candidate places his arms and armour upon the altar and keeps a 24-hour vigil of prayer and meditation over them.

TIRITH, Knights of

Larani's royal guard and special emissaries. The group is an order comprised of demigods and heroes. They are few in number. The knight commander is named Orthas. His mortal life ended when he was slain defending a maiden from a demon of Agrik, the last of many noble acts. Orthas is often called Larani's most faithful servant; he will obey any order immediately.

TIRITHOR

Also known as "The Kingdom that Guards" or "The Land of the Mighty," Tirithor is the kingdom of Larani. It is located on Yashain, next to and continually at war with the realm of Agrik. Tirithor is a feudal kingdom where the pious live their afterlives.

TIRNATHA

An advisory body to the pontiff of the Laranian Church.

TIRPAL, Sea of [D3+]

A relatively calm sea separating the Afarezir Islands from the mainland. Except for the occasional dragonship, these waters are largely unsailed.

TIRRALA, Handmaiden of Renewal

One of the servants of Peoni. Also called the foremost of healers, Tirrala is the patron of physicians. She appears as a slim young woman with drawn and tired features, bearing a surgeon's knife and a small urn.

TIRSA Islands [B6+]

A chain of some 22 islands in the Gulf of Pendos. Some of the islands are heathland, others have a mixture of heath and mixed forest. Westerly storms and gales are common, making the area dangerous for ships. Only the largest islands are inhabited by a few wild tribesmen of unknown origin. Rumors of pirate bases abound.

TISSAMS, the Hunter

A non-zodiacal constellation of the northern sky.

TITLES

Most of the titles noted in this publication are English translations of their proper names. A table of titles used in northwest Lythia is given on the next page.

TOBRAN

A fanatical bishop of the Laranian church who was the leader of the Tobran Inquisition. Determined to eradicate heresy in Trierzon, Tobran was responsible for hundreds of executions, and thousands of woundings, between 616 and 620.

TOLLS

Governments maintain many tollhouses along most highways and at major bridges. Individuals, not always with the benefit of legal authority, sometimes erect private tollhouses. Royal tollhouses are usually placed a day's march apart and at bridges along major highways:

1f	Person afoot
3f	Horse
2f	Cart (two wheels)
4f	Wagon (four wheels)
1f	Ox, sheep, etc.

TONOT Keep [J4]

Realm: Kaldor **Holder:** Baron Pierstel
Population: 315 **Liege:** Earl of Kiban

The most northerly keep of Kaldor, Tonot was built around 200 to guard the eastern borders of the Kingdom

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TITLES OF NORTHWEST LYTHIA					
English	**Sindarin**	**Hârnic, Emelan, Jarinese**	**Palithanian, Shorkyni, Trierzi**	**Ivinian, Harbaalese**	**Azeryani**
Kingdom/Empire	Tarpelanorate	Tarpan	Tarpelen	Tanalaar	Tartaren
Principality	Tarvelir	Tarvenor	Hatalen	Akaal	Terenden
Duchy	n/a	Teldor	Telkoren	n/a	n/a
County/Earldom	n/a	Malniren	Malniren	n/a	n/a
Barony	n/a	Esuard	Esuaren	n/a	n/a
Manor/Villa/Holding	n/a	Nealu	Naloren	n/a	Naldra
Province	Dorien	Elganor	Elgaren	Elganor	Elganum
Shire	n/a	Irdiula	Indaren	Anuen	n/a
Hundred	n/a	Trevediula	Tradran	Tianuen	n/a\
Overking/Pendragon	n/a	Vatel	n/a	Vatanal	n/a
Pendragondom	n/a	Vatelor	n/a	Vatanalaar	n/a
King/Emperor	Tarpelanor	Tel	Tarpel	Tanal	Taran
Queen/Empress	Tarpelanora	Tela	Tarpela	n/a	Taren
Prince	Tarvenu	Tarvenu	Hatal	Akar	Tereni
Princess	Tarve	Tarve	Hatala	Akara	Terenia
Royalty	Arieni	Talar	Vakula	Valen	Trakali
Major Noble/Nobility	Taraca	Kula	Kula	n/a	Kula-Ar
Minor Noble/Nobility	Arca	Kula	Kula	n/a	Kula
Duke	n/a	Telkor	Telkor	n/a	n/a
Duchess	n/a	Telkora	Telkora	n/a	n/a
Earl/Count	n/a	Malnir	Malnir	n/a	n/a
Countess	n/a	Malnira	Malnira	n/a	n/a
Baron	n/a	Esuru	Esuar	n/a	n/a
Baroness	n/a	Esuru	Esuara	n/a	n/a
Manorial Lord	n/a	Neal	Nalor	n/a	n/a
Manorial Lady	n/a	Neala	Nalora	n/a	n/a
Governor (Minor)	Dorate	Elgar	Elgar	Elgar	Elgar
Governor (Major)	Dorar	Elgar	Elgar	Elgar	Vanelgar
Castle/Keep/Fortress	Tirith	Caer	Caer	Khirat	Garmun
Constable/castle/etc.	Antirith	Elgar	Elgar	Khirata	Elgar
Marshal	n/a	Gayesha	Gayesha	Bakhir	Garedis
Chancellor	Tredro	Oron	Oron	n/a	Shema
Counselor/Minister	Tathe	Donathe	Donathe	Thrangaanar	Donat
Exchequer	n/a	Tengreth	Tengreth	n/a	Gershel
Chamberlain	Mebin	Malbin	Malbrin	n/a	Mabashai
Clanhead	Andol	Alri	Alri	Valhakar	Edan
Knight	Mael	Malshi	Melen	n/a	Medan

Note: *The titles of the ranks and positions within the clerical and fighting orders of the various religions are given in the Hârndex entries of their respective deity.*

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of Nurelia and to stem the raids of the Taelda. Uthris Pierstel is a renowned warrior who enjoys hunting and "gargun-bashing," but his frequent absences are a detriment to the sound management of his estates.

TONTURY Lake [L5+]

Hârn's second-largest lake, Tontury is located in eastern Kaldor. The Darl River, a tributary of the Osel, feeds and drains the lake. The mysterious Ilmen Marshes, home of the strange Ilme, lie along the southeast shore.

TORASTRA, King of Kaldor

The twenty-second ruler of Kaldor (669–692). Torastra was originally passed over for the kingship in favor of his mother, Chelebin III (651–669), and it must be admitted that he was more interested in war than in the burdens of government. Nevertheless, he succeeded his father's queen in 669. Torastra had a profound love of battle and fought three campaigns: the Salt War (672–673) against the Thardic League, by which Torastra won extensive privileges for Tashalan salters and mercantylers; the Treasure War (675–678), as a result of which Chybisa temporarily came under the Kaldoric crown; and the Kathela Hills Campaign (689), whereby he broke the power of the eastern Kath but failed to secure the region.

TORBET, King of Kephria

The third and last king (162–187) of Kephria. Torbet was slain by the Kath in 187 and the remnants of his kingdom, including the city of Tashal, were seized by Medrik I of Serelind (later Kaldor).

TORENSHIRE

One of seven shires in Kanday. Torthan is the shire moot, held by the Sheriff of Toren for the king.

TORMAU Castle [C6]

Realm: Rethem **Holder:** Earl of Tormau
Population: 600 **Liege:** King of Rethem

The principal seat of Earl Lynnaeus. Built in 405 as a Corani keep, Tormau has been held by Clan Lynnaeus since 588. They maintained their fief during the conquest of Rethem by Arlun the Barbarian by the simple expedient of supporting Arlun's invasion. The present earl, Denyl Lynnaeus, detests Chafin III, whom he believes wants to seize some of his lands. Denyl is the most powerful of the three tenants-in-chief in Rethem, holding Dasen, Ithius, and Weseda keeps, and receiving fealty from the barons of Henwe, Quiso, and Quste. The earl is an astute politician but is carefully building and training a mercenary army for an expected civil war with the Rethemi king.

TORON Dynasty

The present ruling house of Melderyn, founded by Lodros in 585.

TORTHAN Keep [E8]

Realm: Kanday **Holder:** Sheriff of Toren
Population: 350 **Liege:** King of Kanday

A royal keep and the shire moot of Torenshire. Torthan was the center of the petty kingdom of Alatar, ruled by Clan Dargen from 590 to 689. The kingdom was in the midst of a succession crisis when the fall of Sarkum and Hebon to Rethem caused it, along with most of the other minor states in the area, to unite with Kanday. The Sheriff of Toren is Sir Marik Dargever, a descendant of the kings of Alatar.

TOSET, The

A gargun nation of mostly Gargu-araki dwelling in the highlands of eastern Equeth. They are constantly at war with the Equani, with whom they share their range.

TOWER SHIELD

A rectangular shield as much as 5' high, usually made of composite woods faced with light metal plate. They are often curved along their length, partially wrapping around the holder. Tower shields are designed for mass infantry defense and are particularly effective where they can be interlocked. They are quite encumbering in individual combat. Outside the Thardic Republic, no regular Hârnic units are equipped with tower shields.

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TREASURE WAR

In 674, thieves broke into the treasury of King Torastra of Kaldor and stole a jewel-encrusted, allegedly enchanted sword that had belonged to Calsten, the first king of Serelind (142–162). The thieves smuggled the priceless sword to Burzyn and news soon reached Tashal that it had been sold, in open market, to a Chybisan nobleman. Torastra sent word to King Balesir of Chybisa demanding the return of the ancient heirloom. Balesir was unable or unwilling to recover the blade and may have doubted its very existence since no news of it had reached him.

Still savoring the victory in the Salt War and always spoiling for a good fight, Torastra marshalled his men and knights and marched south in the spring of 675. His army swept down the Genin Trail and crossed the Ulmerien on both sides of Burzyn, where they were met by the Chybisan army. Four centuries of peace had turned the Chybisan army soft and they were easily routed by Torastra's veterans. Withdrawing into Burzyn, Balesir withstood a three-year siege, supplied only at night by boats on the river. In 678, with plague and rebellion rife, Balesir sought and obtained the honors of war. Only a few score of his retainers followed him into exile. Chybisa became a Kaldoric fief until Balesir liberated it in 687 with the aid of Melderyn. Calstern's sword has never been recovered.

TRIAL BY COMBAT

A vestige of the vendetta system, rare under feudal law. The right of the accused to meet the plaintiff in fair combat. Only gentlefolk who are trained to arms generally seek to invoke this right.

TRIAL BY ORDEAL

A legal proceeding, once common in various judicial institutions, now generally confined to canon courts. The process relies on a belief in divine intervention and may take any of several forms. Each temple tends to have its own traditions. One common form is trial by water, wherein the accused is dropped into consecrated water; if they sink, they are proved innocent and rescued.

TRIBUTE

A loose allegiance owed to a titled noble; it is less than formal fealty, but still a token of submission. Tribute paid may range from annual gifts of money to tokens such as a single fur pelt. Tributary arrangements on Hârn are most common in Orbaal.

TRIDENT

The triple-pointed spear is a novelty weapon. It attacks no better, and sometimes worse, than a spear, but its three prongs enable its user to catch, block, and break enemy weapons, giving it better defensive capacity. The trident is best used two-handed. It is primarily used in the gladiatorial arena, although some eccentric warriors also use them. A pitchfork would be classed as an inferior trident.

TRIERZON

A feudal kingdom in Lythia, southeast of Emelrene.

TROBRIDGE INN [H6]

An independent inn owned and operated by the Mercantylers' Guild at a ford of the Farin River. The inn, a traditional layover for Salt Route caravans, is fortified much like a manor and has its own village, croplands, and pasture. It exists on the sufferance of the surrounding Chelni tribesmen, who could destroy the inn any time they wished but prefer to use it as a trading post where civilized goods can be obtained. The Chelni gather near Trobridge Inn in the early spring, holding a noisy and rambunctious moot while engaging in trade.

The inn was built in 646 by the Mercantylers' Guild under a special charter from the Mangai. It is currently operated by a freemaster innkeeper who splits his profits with the Mercantylers' Guild. As the name suggests, there was once a bridge here, but it was washed away in 717. Plans to build a new bridge are awaiting the accumulation of sufficient capital from a stiff toll of 3d per person or animal that is charged to all travelers.

The adjacent village is a rendezvous for outlaws and riffraff from all over Hârn. One such is Kurson of Ondailis, a brigand with ambition to ascend to the nobility. Kurson has a manor adjacent to the inn and is

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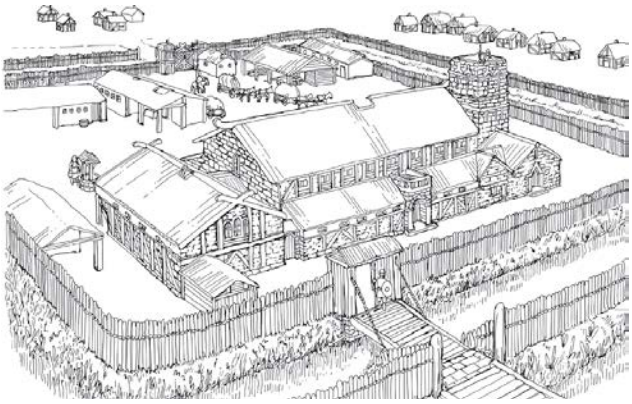
the real power at Trobridge. He has roughly 20 armed retainers in his employ and has offered both Tharda and Kaldor his "fief" in return for a knighthood. The days of the inn's independence may be numbered, as both states covet it as an outpost.



TROLL (see NOLAH)

TULEME Falls [J6]

A series of waterfalls with a total height of 50 feet on the Kald River, 20 leagues upstream from Ulfshafen. The falls destroy continuous navigation on the Kald. Plans to build a canal around the falls have been proposed to kings of Kaldor on many occasions, but other than the odd survey, nothing has been done. Located on the border of the Sindarin Kingdom of Evael, the falls are often said to be enchanted.

TULWYN, The

A warlike nation of merciless barbarians who inhabit the wilderness of Athul. They are divided into some 90 tribes, each of 60–150 persons. They live simple, semi-nomadic lives, moving from one locale to another every few years. As with most barbarian tribes, their religion is a common form of animism, where all objects and animals possess some sort of spirit. The Tulwyn are quite familiar with the products of civilization. They use many contemporary weapons and implements taken from traders along the Salt Route, which they terrorize. For many years, the Tulwyn and Thardic legionnaires based at Fort Taztos have fought an ongoing war of ambush and atrocity against each other. The Tulwyn never cross the Farin River, a taboo related to some unpleasant experience with the Pesino ruins.

TURENKEMRI

A Tulwyn tribesmen who is in a berserk state.

TUVEN River [N10]

Melderyn's only significant river. The Tuven estuary is one of the busiest waterways in the Hârnic Isles.

TUZYN RECKONING

The calender now used throughout Hârn takes the foundation of the Kingdom of Melderyn as its Year 1. Tuzyn Reckoning was devised in 130 by Tuzyn of Melderyn, a court astronomer in the reign of Erebir III, but was backdated to the founding of the kingdom. Throughout the last six centuries, this calender has gradually been adopted by all Hârnic states, replacing a multitude of calenders, most too inaccurate to be useful. The Sindarin and the Khuzdul, however, still retain their own calenders. Most uncivilized tribes use some form of sun/moon reckoning. Dates given in Tuzyn Reckoning may be preceded or followed by the symbol "TR." Historians have come to use "BT" (Before Tuzyn) to identify years before the foundation of Melderyn.

The Tuzyn calender has 12 lunar months, each of 30 days, for a total of 360 days in one Hârnic year.

MONTHS OF THE TUZYN CALENDAR			
Spring	**Summer**	**Autumn**	**Winter**
1. Nuzyael	4. Nolus	7. Azura	10. Ilvin
2. Peonu	5. Larane	8. Halane	11. Navek
3. Kelen	6. Agrazhar	9. Savor	12. Morgat

A new moon occurs on the thirtieth day of each month (Yaelmor) and a full moon on the fifteenth (Yaelah). Both are holidays in most parts of Hârn. Other holidays are scattered throughout the year based on planting, harvesting, and religious festivals; these vary by locale. The first day of the year is deemed the beginning of spring. It was originally set to coincide with the vernal equinox but an error of nearly one day has since developed.

TWENTIETH TOME, The

A popular name for the body of "contemporary beliefs, whatever they may be" of the current generation of Hârnians. The name seems to have originated from the *Tomes of the Green Tower*, of which there were 19; hence, the Twentieth Tome, i.e., that which "we personally" believe, as opposed to the dry, learned writings of some dead sage. The term is often used as a synonym for the *Libram of the Pantheon*.

TLYLUS, the Claw

A non-zodiacal constellation of the northern sky.

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UDINE I, Queen of Chybisa

The twenty-first ruler (627–661) of Chybisa. The only daughter of Gebral, Udine was a remarkable woman, fair of face and a very competent administrator. For 34 years, she ruled Chybisa with wisdom and compassion, although she was forced to banish her husband, Kerepel of Harden, for infidelity in 648. When she died of a heart attack (some would say a broken heart), her subjects were united in their grief. Her unfaithful husband, a dishonored derelict dwelling in Tashal, was knifed in an alley soon thereafter.

UDINE II, Queen of Chybisa

The twenty-second ruler (661–664) of Chybisa. This only child of Udine I was Chybisa's most tragic ruler. She was born with a club foot and humpback and desired only seclusion. Unscrupulous barons prevailed on her to accept the crown, with the promise of a quick arranged marriage. This was not done for three years, and when her betrothed, a Kaldoric knight, saw the unfortunate Udine for the first time, he refused the match. Udine quietly withdrew to her chambers and slew herself; her short and tragic reign is remembered with shame.

UFISORM, Mount [K3]

A peak (6578') in the northwest Sorkin Mountains. The gargun settlement of Zedabir lies in a valley to the northwest.

UHLA, the Lantern

The "black lantern that gives no light that may be seen by mortal man." A symbol of the god Save-K'nor. Also, a non-zodiacal constellation of the southern sky.

UKHILA

The octennial games of the Church of Agrik, held every eight years in Lysara.

ULANDUS, the Tree

The first constellation (Nuzyael 4th–Peonu 3rd) of the Kethiran zodiac, located in the northern sky.

The great tree is, naturally, symbolic of both change and consistency (mostly the latter) in nature, both the growth and decay of natural processes. Ulandus has a wide, primal meaning. The tree is particularly symbolic of the patient growth of living things and of their ability to withstand the ravages of time. As an earth sign and the first sign of spring, the tree is symbolic of the decay of organic detritus to fertilize the new, a symbol of transition and of the wisdom that recognizes this basic, universal principle of cyclic renewal.

A person born under Ulandus has an affinity with nature; they live a constantly changing life but tenaciously maintain a profound sense of personal identity. Ulandans are reliable in their ways and possess the kind of wisdom that lends strength in troubled times. They often seem aloof from the world around them but will bend enough to survive the winds of change. Their lives are more governed by the universal cycles of growth and decay than by the actions of others.

ULDIEN Keep [K5]

Realm: Kaldor **Holder:** Baron Ubael
Population: 285 **Liege:** Earl of Kiban

Uldien Keep is of recent origin, being first built in 569. The keep is held by Karsin Ubael, who is related to the king by marriage as well as being the brother-in-law of the Baron of Kobe. Although not one of Kaldor's wealthiest nobles, Karsin's 14-year-old eldest son, also named Karsin, has a distant claim to the throne, since his maternal grandmother, Lenera Elendsa, was a sister of King Miginath.

ULFSHAFEN Castle (J7)

Realm: Evael **Holder:** Prince Nimfalas
Population: 400 (100 Sindarin, 300 Human) **Liege:** King of Evael

A Sindarin castle and seaport on the right bank of the Kald River at the mouth of the Enorien. This small port handles all of the kingdom's limited maritime trade. The population is mainly human, descendants of Jarin who were allowed to settle here after the Atani Wars some 14 centuries ago. This Jarin colony and a smaller one at Elshavel are the only human residents of Evael. The Sindarin seem content to have the Jarin as intermediaries between themselves and the traders of Hârn and Lythia. Ulfshafen is the port from which Sindarin periodically set sail for the Blessed Realm.

ULMERIEN River [L7+]

A river rising in the highlands of Anadel, flowing northwards to Burzyn and then southwest to the sea. The area around its mouth is swampy. The Ulmerien, some 58 leagues in length, is navigable to Burzyn and is the *de facto* border of Chybisa on the north, east, and west.

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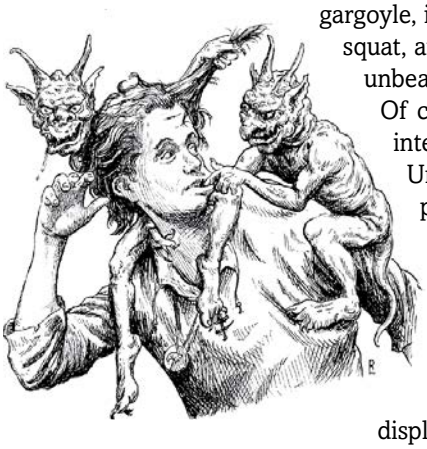
UMBATHRI, the Bearer of the Mask

A variety of Ivashu, the Umbathri, or Hârnic gargoyle, is humanoid, squat, and almost unbearably ugly. Of considerable intelligence, the Umbathri lives only partly on the same plane of existence as mortal creatures. In this sense, they may be thought of as demons. They display varying levels of insanity but rarely attack, despite seeming to derive pleasure from terrorizing those they encounter. They are immune to ordinary weapons but highly sensitive to magic. It is not known whether they eat or drink in any normal sense. They rarely exceed two feet in height and are generally encountered in insanely babbling packs of 4 to 24.



UMENFJORD [H1]

An Orbaalese fjord, 12 leagues in length. Several small islands and hazardous reefs lie at its seaward entrance. The keeps of Hjael and Utera guard its northern coast.

UNDERWORLD

A network of tunnels said to be located under Tashal, used by thieves, smugglers, and assassins.

UNFREE

Rural tenants (cottars, half-villeins, and villeins) who are bound to the land. They account for 70 to 90% of the rural population. They possess few legal rights but are not slaves. They may not leave the land without the lord's permission, which is rarely given, and may not marry without the lord's permission. However, they cannot be unjustly deprived of land or liberty and are entitled to the lord's protection and justice. The relationship imposes serious obligations on lord and tenant. Most unfree tenants owe agricultural labor for their lands, typically three to five days per year for each acre held.

UNICORN

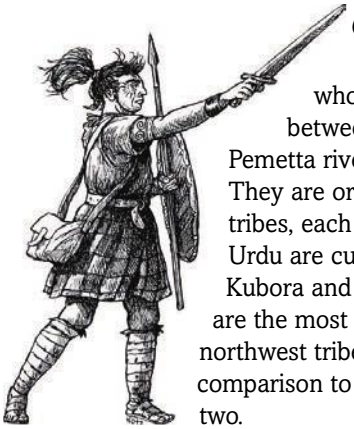
The enchanted, legendary, one-horned horse. Hârnic unicorns are exceedingly rare. According to legend, they can be tamed only by virgins and often bring strange visions or omens. They are also believed to be shape-changers of some sort.

UNICORN HERALD

The chief herald of Chybisa, who resides in the Tower of the Unicorn in Burzyn.

UPPER OSEL [K6+]

A forested highland in southeastern Kaldor. Although claimed by both Kaldor (as Oselmarch) and Chybisa, Pagaelin tribes are the real masters of the region.



URDU, The

Nomadic tribesmen who inhabit a range lying between the Chetul and Pemetta rivers in northwestern Hârn. They are organized into about 70 tribes, each of 80–200 persons. The Urdu are culturally similar to the Kubora and Equani. Some say they are the most peaceful of the three northwest tribes, but this is only in comparison to the ferocity of the other two.

URIENSHIRE

One of seven shires in the Kingdom of Kanday. Chison is the shire moot, held by the Sheriff of Urien for the king.

USHET [F4]

A gargun cave complex near Kiraz, to which it is connected by former Khuzan mining tunnels. Ushet is inhabited by a hybrid culture of Gargu-khanu and their Gargu-araki and Gargu-hyeka slaves. This colony of roughly 900 gargun has sought for centuries to colonize Kiraz, but as yet have been unable to penetrate the enchanted gates that seal the city.

USNARL, the Bear

A demigod servant and symbol of the god Sarajin. Usnarl has the shape and disposition of a great white bear and the strength of 20 such creatures. Also the name of a non-zodiacal constellation of the northern sky.

UTERA Keep [H1]

Realm: Orbaal **Holder:** Clan Laksit
Population: 815 **Tribute:** Keiren

Utera keep was built by the Jarin in 564 and captured by the Ivinians in 672 after a three-month siege. It was conquered by Horvald Laksit. He is now 80, growing senile, and not expected to live through 720.

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UTHEL River [F4+]

A river rising within the abandoned Khuzan city of Kiraz. When Kiraz was inhabited, the Uthel was used as a transportation route. Many Khuzan hunting lodges, some still in good repair, exist along its banks.

UTHOC, Mount [I5]

A snow-capped peak (7785') of the Felsha Mountains.

UTHRED, King of Kaldor

The second and last Kaldoric king of the House of Orgael. Uthred reigned from the death in 385 of his father, Fierth the Usurper, until his assassination by disaffected barons in 406. He was Kaldor's ninth monarch and one of her least loved. Uthred pursued his father's ruthless, corrupt policies but lacked the subtle wisdom to carry them off without alienating his subjects. Few mourned his death.

UTHRIEM ROLIRI

The closest thing to an organized group in the "church" of Siem, the Uthriem Roliri is a secretive brotherhood of human woodsmen intent on protecting the wilderness and wildlife from those who seek to defile them. They consider the Sindarin to be semi-divine and try to imitate their lifestyles.

UTHWYLL

Uthwyll, or Greenberry, is a creeping vine found in low, marshy areas of northern forests, especially in sandy areas bordering streams and ponds. The berries produce a vivid green dye that Anoan hunters use to color their skin as camouflage.

UVIEN (see Barsothe Falls)

UYESSEGRYN

Sarajin's grandfather, one of the Pradeyalkri he defeated to take control of Ivinia.

VAAGEL Castle [H2]

Realm: Orbaal **Holder:** Clan Karolaan
Population: 455 **Tribute:** King of Orbaal

The Jarin built a keep here in 461 that was expanded into a castle between 681 and 690 after its capture by the Ivinians in 670. Halvor Karolaan, 48, suffers from epilepsy. He is a brilliant man and was largely responsible for planning the first raid on Thay. Halvor very much wishes to see a united Orbaal, a sentiment not shared by most other clans. Clan Karolaan is a branch of clan Karol from Jarenmark in Ivinia. Since 716, there has been a feud between the Karolaans and the Storzands of Pled. Vaagel receives tribute from Aaldem and Daasen.

VAAGESFJORD [H1+]

A deep fjord in northern Orbaal that is more than 18 leagues long. Pled, Vaagel, and Thrand lie along its shores. Clan Karolaan of Vaagel and Clan Storzand of Pled are somewhat belligerent towards each other.

VAENYA

Mortal adherents of Save-K'nor who serve well in life may be elevated to the status of Vaenya after death. The Vaenya build and inscribe the walls of Inor Teth, carry messages, and serve the god at need. Much of their time is spent, however, reading the infinite walls.

VAGORSEREQ

The Sindarin name for the longknife, a straight, double-edged, thin-bladed shortsword. The longknife is the preferred weapon of Sindarin warriors. Other races make copies that lack resilience. It is light enough to be used as a secondary weapon but, for most people, it is too long for this purpose.

VALAMIN

A little-known member of Larani's household, Valamin takes the form of a slim young man in snow-white robes, on the hem of which is a small bloodstain. He is sometimes called the Frowner since his face is always thoughtful. He only smiles when he receives some special favor from the goddess. He is sometimes regarded as Larani's "conscience"—without his calming, she would more often assume the aspect of the Terrible Lady.

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VALHAKAR

The leader of an Ivinian or Orbaalese noble clan. A Valhakar is generally elected for life by the Thrangaad and can be similarly deposed or challenged to combat.

VALON, the Meadows of

The enchanted dwelling place of Peoni and her "family" on Yashain.

VAMBRACE

Plate or kurbul armour for the forearms. The vambrace is sometimes used as a kind of buckler.

VAR-HYVRAK (see Illimitible Tome)

VASSAL

A retainer; one who honorably serves another. A fiefholder is vassal to his liege lord.

VEMIONSHIRE

One of seven shires in the Kingdom of Kaldor. Athelren is the shire moot, held by the Sheriff of Vemion for the king.

VENARIAN SEA

A large sea near the fabled empire of Azeryan.

VENDETTA LAW

A system of justice whereby all enforcement and protection of individuals is the responsibility of their clans. When a wrong is committed, the clan negotiates and exacts compensation. If no agreement can be reached between the clans, a feud or vendetta begins. Vendetta law tends to favor those who belong to large clans; feuds may last years, until one clan is wiped out, and can devastate whole districts. It is from this system that feudal law has evolved as a strong crown steps in to mediate potentially disastrous vendettas.

VERLID I, King of Chybisa

The second monarch (183–210) of the Kingdom of Chybisa and of the House of Shosel. Like his immediate predecessor, Shobald, Verlid was an able general and was able to hold off the rampaging tribes during the ongoing Migration Wars.

VERLID II, King of Chybisa

The third monarch (210–251) of Chybisa and of the House of Shosel. Verlid was as good a general as his father, Verlid I, and also excelled at fortress-building. His greatest trial was in 227, when he barely stopped the advancing Hodiri at the gates of Burzyn.

VERLID III, King of Chybisa

The fifth Chybisan monarch of the House of Shosel (284–316). With the Migration Wars over, Verlid III was able to concentrate on the slow rebuilding of the kingdom's feudal agricultural system.

VERLID IV, King of Chybisa

Chybisa's sixth monarch (316–350) of the House of Shosel.

VERLID V, King of Chybisa

Verlid V was of the House of Shosel and governed Chybisa from 375 to 392). Before coming to the throne, he fought on the side of Aidrik II in the Kaldoric Civil War and gave sanctuary to his son when the cause was lost in 377.

VERLID VI, King of Chybisa

Verlid V's son and successor was the last Chybisan ruler of the House of Shosel. He was the kingdom's tenth monarch and governed from 392 to 409. He cautiously favored the Restoration of Aidrik III to the Kaldoric Throne in 406. Like his father, he gave succor to the deposed sovereign despite the resentment this earned from Uthred. When Verlid died heirless in 409, his barons gave the crown to Imadain I of Melderyn.

VERLID VII, King of Chybisa

The twenty-fourth and present sovereign of Chybisa (691–present), Verlid VII is the second king of the House of Geledoth. Due to the events surrounding the Treasure War fought by his father, Balesir, both Kaldor and Melderyn have claims on Verlid's crown, and Balesir

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ran up huge, as yet unpaid, debts with the usurers of Thay. All of this makes Chybisa's king very nervous; he suffers badly from ulcers. Verlid was born in 674 and has a weak heart. He is an honest man, despite his scurrilous ancestors, and may well preserve his crown. The heir-apparent, Prince Balesir, is undergoing the early stages of syphilis and gets on poorly with his father.

VESHA, the Mouth of Falsehood

A servant of Naveh who spreads lies and deceit. Every lie told by men strengthens Vesha and every unpleasant truth weakens him.

VESSEL REGISTRY

An annual fee paid by ships to avoid having to pay anchorage fees and to reduce wharfage fees by 50%. The typical registry fee is 40 to 60d per foot of vessel length per year.

V'HIR

The bat-winged, cloven-hoofed, fire-enshrouded, hook-clawed, demonic servants of the god Agrik.

VIKOD, Cape [A4]

The most western point of the Hârnic mainland. It is rarely seen because access by land is difficult and mariners like to give this lee headland a wide berth due to offshore reefs. Superstitious mariners (most are) believe that the very sight of Cape Vikod is a bad omen.

VILLEIN

An unfree peasant typically holding a yard of about 30 acres.

VIOLET MANTLE KING OF ARMS

The chief herald of Kanday, who resides at the Violet Mantle Palace of Arms in Aleath.

VIPHRA

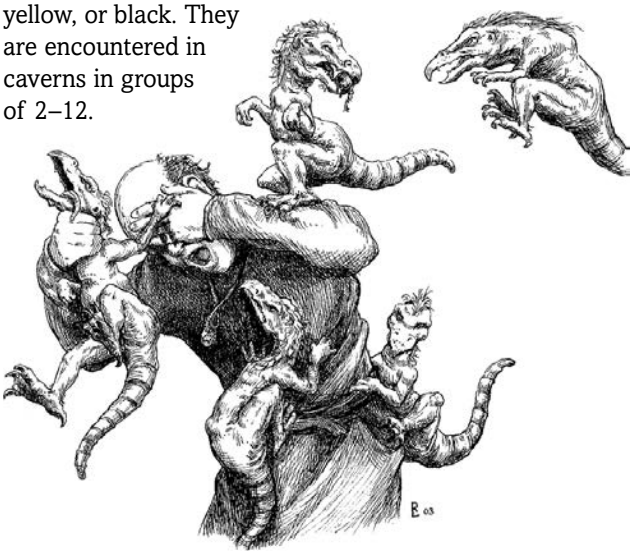
Viphra is a hardy evergreen fern found by mountain streams and lakes. Large red tips on the leaves look like wet blood. Legends hold that the plant was marked by falling drops of blood from the hero Albarra as he walked along the sacred stream known as the Anon-aldar. Mountain folk harvest the plant for its narcotic properties.

VIRGATE

Another term for yard.

VLASTA, the Swift One, Eater of Eyes

A type of the Ivashu that rarely exceeds 18 inches in height or 20 pounds in weight. With their powerful tails and hind legs, Vlasta can leap 20 feet with ease and can move with great speed over short distances. They are voracious carnivores that feed mostly on small rodents, but they will attack creatures as large as a man. They attack large creatures by leaping at the face, greedily consuming the eyes. They have fleshy, beak-like snouts that they sometimes use for this purpose, but they also employ their fine, delicate hands to extract the "delicacy." Because they can move and dodge with great agility, striking a Vlasta is very difficult, but if a blow is landed, their fragile hollow bones break easily. Vlasta are mostly grayish-brown in color, but may also be dark gray, ochre yellow, or black. They are encountered in caverns in groups of 2–12.



VOLD Keep [G2]

Realm: Orbaal **Holder:** Clan Maaren
Population: 405 **Tribute:** Arathel

The last Jarin keep captured by the Ivinians, Vold fell in 676. The original keep was built in 593. The valhakar is Thurri Maaren, 39, a man of limited vision and intelligence. He has the stubbornness typical of an ignorant man. The Maarens are a branch of clan Maar from Menglana.

VORANG

The monstrous Vorang is a massive squid that can rip men apart with tentacles as thick as tree trunks.

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WARDEN

An officer commanding a city garrison and responsible for maintaining civic law and order. A major expense for any city is its military budget. In freetowns, the warden is appointed by the mayor or aldermen; in feudal towns, by the feudal holder (usually the constable of the citadel).

WARFLAIL

A military version of the grainflail. The impact stave is commonly reinforced with metal bands or studs and is chained to the handle. Some warflails are made entirely of metal, some have wooden handles and metallic impact rods (see FLAILS).

WARHAMMER

A weapon designed to crush or puncture plate armour. Warhammers concentrate the force of a mace into a smaller area and are more difficult to use (the technique is like that of a handaxe). As plate armour is rare, so is the warhammer. They are more common among the Khuzdul.

WARS OF DAWN

A period of conflict between the lesser gods after the First Gods had concluded the Natal Wars.

WARRIORS OF MAMEKA, Order of the

The Agrikan fighting order sponsored by the clerical Order of Mamaka, Master of Steel. The order has a keep at Bedenes and crusades against the tribes of Peran where, among the Kubora, it is far from popular. The ambition of the Warriors of Mameka is to reestablish a keep at Kustan. Bedenes may have been granted to the order by King Nemiran of Rethem, but no record of the grant exists. The order may have seized the district from its legal holder around 690, when Rethem was involved in a war with Kanday; the keep itself dates from 699.

WEAPONCRAFTERS' Guild

The Weaponcrafters' Guild has a monopoly on the design, manufacture, and sale of all weapons and armour, although the making of bows and arrows and crude weapons by the peasantry is allowed. Weaponcrafters are highly respected, especially by the nobility they principally serve.

A master weaponcrafter will either own a franchise in some town or be bonded to a noble household. Most armies have bonded weaponcrafters serving with them. Weapon and armour prices are very high, partly due to the expertise required for their manufacture, but mostly because the nobility requires that prices be inflated to prevent the lower classes from obtaining good weapons. Certain classes of weapon are also deemed "chivalric" and may not be borne by persons not of gentle birth.

Some weaponcrafters specialize in the making of armour. The most common armours found on Hârn are ring, scale, and mail. Plate armour is rare and articulated plate armour does not exist. The prices of average quality common weapons and armour are given in the price list in the main *Hârn* article. For detailed information on weapons and armour, see the *HârnMaster* rule system.

WEBEN River [G3+]

A swift-flowing river rising near Mount Ebon in the Rayesha Mountains, the Weben joins with the Foy River to become the Peliryn. The Weben has a notorious stretch of treacherous rapids along its course, called by the local tribesmen "Wajok's Wrath," after their river god. Unwary travelers may be cast into the waters to appease the god.

WEIGHTS AND MEASURES

The Hârnic system of weights and measures was imported from Lythia.

Linear	Liquid Volume
12 Inches = 1 Foot	2 Pints = 1 Quart
3 Feet = 1 Yard	4 Quarts= 1 Gallon
4,400 Yards = 1 League	50 Gallons = 1 Hogshead
Area	**Dry Volume**
4,900 Sq. Yds = 1 Acre	4 Pecks = 1 Bushel
30 Acres = 1 Yardland	8 Bushels= 1 Quarter
120 Acres = 1 Hide	4 Quarters= 1 Tun

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Weight	Time
16 Drams = 1 Ounce	60 Minutes = 1 Hour
16 Ounces = 1 Pound	24 Hours = 1 Day
100 Pounds = 1 Hundred	30 Days = 1 Month
2,000 Pounds = 1 Ton	12 Months = 1 Year

WELEMOCH, Mount [H3]

A peak (6669') in the southern Jahl Mountains.

WELUR Abbey [E8]

Realm: Kanday **Holder:** Rekela of Alethia
Population: 245 **From:** Serekela of Kanday

Welur is the seat of the Rekela (bishop) of the Laranian diocese of Alethia in Kanday. The diocese is believed to be the earliest Laranian organization in western Hârn; its origins can be traced to missionaries among the Aleta tribes in the third century. Welur is renowned for its orchards and the high quality of the cider it produces. The Rekela, Merenal Tesade, suffered a minor stroke two years ago that has left him physically, and some mentally, impaired.

WEND River [I6+]

A river rising in the highlands of the Shava Forest, flowing eastwards into the Kald River at Tuleme Falls. The river is considered to be the northern border of the Kingdom of Evael.

WERGILD

Also known as "man gold." Under vendetta law, wergild is the compensation paid by a murderer or his family to the victim's family.

WESEDA Keep [D7]

Realm: Rethem
Population: 275
Holder: Constable
Liege: Earl of Tormau

Weseda keep was built by the Earl of Tormau in 711 without royal approval. It was built atop an ancient hill fort that dates from the fifth century BT. The earl's constable is Sir Petryn Horsik.

WETHOM Keep [G2]

Realm: Orbaal **Holder:** Clan Kyrodwe
Population: 370 **Tribute:** Arathel

Clan Kyrodwe is related to Clan Cyeen of Arathel and both are "tainted" by Jarin blood. Built in 705, Wethom is a typical Ivinian thran, a neat cluster of clanhouses with a circular wooden palisade. Ydraan Kyrodwe, 51, is a bold and adventurous man who is a second cousin of the lord of Arathel. The Kyrodwes were founded when Ydraan parted peacefully with the Cyeens of Arathel and led a group of settlers to begin the colony at Wethom.

WHARFAGE

A fee charged in most ports for the right to moor at dockside. The average charge is 1d per foot of vessel length per day. See Anchorage, Pilotage, and Vessel Registry.

WHARO Keep [N10]

Realm: Melderyn **Holder:** Baron Chorlon
Population: 485 **Liege:** Earl of Nurisel

The Jarin settled in the region around Wharo around 1,200 BT and built a hill fort that is now the site of this keep. The present stone keep was built in 356 to replace an earlier wooden structure built in the first century BT. The baron, Sir Ranald Chorlon, 68, is troubled with gout but is proud of his ability to still ride and hunt with consummate skill.

WHIP

The only whip commonly carried into battle is the Isagra, or Reksyni Knut, a 15-foot whip whose tip is reinforced by extra leather and wire. A skillful user can break a man's spine, but even the Reksyni do not use the whip as a primary weapon.

WHITE MOUNTAIN KING OF ARMS

The chief herald of Azadmere, who resides at White Mountain Lodge in Azadmere.

WIGHTMOOR

A large Jarin burial ground near Gelimo on the Isle of Melderyn.

WINDHEIM (see Fyso)

WINEN Keep [C6]

Realm: Rethem **Holder:** Sheriff of Hohnam
Population: 310 **Liege:** King of Rethem

The shire moot of Hohnamshire. Winen Keep was built in 701 on royal lands by Chafin I as a check to the growing power of clan Lynnaeus of Tormau. The sheriff is Sir Rihar Porteh, a notorious scoundrel of little imagination but considerable ambition. The present Earl of Tormau has been attempting to sway Sir Rihar's loyalty; the sheriff is sympathetic to the earl, if only as a political expedient.

WIZARDS' ISLE, The

A popular name given to Melderyn.

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WOBEN, Mount [I4]

The second-highest mountain of Hârn (9597'), Woben is located in the northern Felsha Mountains. For legends associated with Woben, see the entry for its twin peak, WYNAN.

WOODCRAFTERS' Guild

A master woodcrafter has the skills of a carpenter, cabinet maker, cooper, and wainwright. Woodcrafters are one of the largest and most important guilds. They produce a vast array of goods, including furniture, boxes, barrels, wagons, ladders, and tool handles. Woodcrafters are often involved in construction projects under masons; where stone is not involved, they may actually supervise building.

WORKOL

An astrologer who influenced and came to dominate the Emperor Shorka of the Corani Empire. Taxation and religious policies that Workol advocated proved unpopular with gentle and simple folk alike. With the death of his patron in 555, Workol was arrested and "planted alive in the earth, head showing, interfering not with his viewing of the stars." He was given water regularly and it is said that he took 70 days to die from starvation.

WOSE River [H4]

A river rising in the eastern Rayesha Mountains, flowing southwest into Lake Benath. The river crosses the wooded plain of Misyn and is sometimes referred as the "Cloaca of Ilvir."

WRECAN

Also known as the Sea Boar or Eder's Guard, this hideous aquatic beast is known to attack ships. Said to grow to as much as 40 feet in length, the Wrecan reputedly has giant tusks capable of goring the hull of even larger ships.

WURROKIN, The

A nation of nomadic Gargu-araki who occupy the region south of the Anoth Delta.

WYLORAFINA

Also known as Scarlet Lady, wylorafina grows around the fringes of damp pastures along rivers and lakes. The leaves and flowers make a pleasant tea and the milky sap is used in love potions and as a heart stimulant.

WYNAN, Mount [I4]

Hârn's highest peak (9766'), Wynan is found towards the northern end of the Felsha Mountains. Due to their majesty, both Wynan and its sister peak, Woben, have been rumored to house Lahr-Darin, but no real evidence of this exists. Another, more fanciful, legend relates that the Earthmasters were at one time governed by a beneficent and most pious king and queen who, on ending their long and regal reign, were transformed into these two great mountains. An elaboration of this tale has the Earthmasters departing with the royal couple's transformation. Some extravagant storytellers claim that each of Hârn's hills and mountains represent an Earthmaster whose stature in life is reflected by the height of the summit.

WYVERN

A semi-legendary cousin of the dragon. Unlike dragons, Wyverns are unable to breathe fire or frost, have only two legs, and are unintelligent. Like dragons, Wyverns have wings; most can glide and some are capable of true flight. They have a voracious appetite and are feared predators. They tend to stay away from civilization.

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XUAKA, King of Aleathia

The fifth and last monarch (429–453) of the Kingdom of Aleathia. Xuaka was an ambitious ruler who sought to take advantage of a succession crisis in the Corani Empire to invade and annex new territory. Unfortunately for him, Mejenes the Great was chosen as the new Corani emperor and Xuaka was eventually defeated after three years of bitter war. Mejenes was magnanimous by allowing Xuaka to retain his throne on the condition that the Kingdom of Aleathia be willed to the empire on his death. When Xuaka died of natural causes in 453, Aleathia became a province of the Corani Empire, with Xuaka's eldest son as its governor.

YAEL (The Moon)

The Hârnic name of Kethira's only moon. Yael orbits Kethira every 30 days at an average distance of 280,000 statute miles. It has a diameter of roughly 2,300 statute miles and rotates once on its axis in 15 hours. Yael has a profound influence on tides.

YAEL Keep [N8]

Realm: Melderyn **Holder:** Baron Duathane
Population: 305 **Liege:** King of Melderyn

A barony in Birenshire held directly from the Melderyni king. Yael was built in 645 by Halat Duathane, father of the present lord. The keep's name originated when a total lunar eclipse occurred during construction. Halat thought this a good omen and named his new home after Kethira's moon. The present baron, Etosir Duathane, is 65 and in failing health.

YAELAH

The day of the full moon, the fifteenth day of each month (see TUZYN RECKONING).

YAELIN Island [H8]

The sixth-largest of the Hârnic Isles, lying in the Gulf of Chakro. Yaelin has no permanent inhabitants but is visited from time to time by various seafarers and by the Sindarin. An ancient legend, possibly Sindarin in origin, recounts that Siem's servant Sereniel forged Kethira's moon "of the stuff of the deep Gods, beneath Yaelin Isle, and quenched it in Chakro's Gulf." This legend accounts for the island's name.

YAELMOR

The day of the new moon, the thirtieth and last day of each month by Tuzyn Reckoning.

YARD

A landholding of about 30 acres, although the actual size varies with land fertility. A yard, also called a virgate, is the typical holding of a villein.

YASHAIN

One of the worlds of the Kethrian family. Most of the deities live on Yashain and most Hârnians believe this is where they will spend their eternal afterlives.

YASSIL

Yassil is a rare vine that thrives mainly along the shores of Tontury Lake. It produces a knobby, eight-fingered root that is a prized delicacy. However, yassil can harbor a pustulent rot called Blackroot, an addictive substance that can lead to madness.

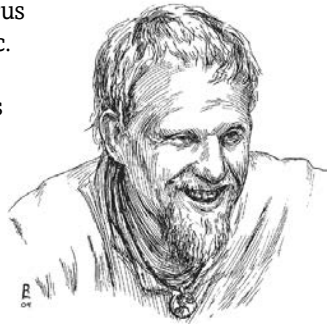
YEB, Mount [I4]

A peak (7759') overlooking Misyn on the western flanks of the Felsha Mountains.

YEGED Keep [J4]

Realm: Kaldor **Holder:** Baron Londel
Population: 360 **Liege:** Earl of Gardiren

The original keep was built in 140 by the Kingdom of Nurelia. The baron, Churus Londel, is a foolish romantic. He welcomes harpers and thespians to his court and is fond of entertaining guests with his own compositions. His wife, Urila, is the real administrator of the baron's estates. Her political acumen is remarkable.



YELGRI

Otherwise known as the Hârnic Harpy, these semi-intelligent, quasi-reptilian, scallop-winged humanoids are

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now rare on Hârn. They inhabit high mountains and some dense forests. They are shorter than man and light-boned, but still have to flap their leathery wings rapidly to get airborne. Their wingspans reach a maximum of 30 feet. Yelgri are predatory carnivores. They have taloned feet, but also use primitive weapons to hunt, mostly spears and clubs. They are generally hostile to man and will be encountered in flocks of 2–12 or more.

YELLOW HAND, Order of the

A clerical order of the Church of Ilvir based at a temple in Tashal. Although this order is primarily engaged in promoting Ilviran pilgrimages to Araka-Kalai, many of its clerics seem to be more interested in exploring the ruins of Kelapyn-Anuz that lie beneath Tashal. They believe holy relics sacred to their deity lie hidden there.

YEOMAN

A manorial tenant, usually a freeman, who holds 60 to 120 acres in exchange for military service rather than rent or agricultural service. Yeomen form an important component of a feudal army. Most longbowmen belong to this class.

YERIT and ILYASHA, the Teachers

A male-female team, these two Althar are patrons of the performing arts. Portrayed either as jesters or thespians, they are often invoked by performers about to go on stage. Their duties for Save-K'nor are not clear.

YMODI, The

Wild and fierce forest tribesmen of Himod in northern Hârn. There are around 25 tribes, each ranging in number from 40 to 120. The Ymodi are beleaguered by the Equani to the west, Anoa to the east, and gargun to the north and south. They survive only because of their considerable skill with weapons, notably the bow and spear. They consider Mt. Niphel, the highest peak of the Rayeshas, to be sacred. Viewed from Himod, this mountain has the profile of a sleeping bear. The Ymodi tribesmen consider it taboo and will try to prevent access for fear of "awakening the beast."

YOLL, the Hide

A non-zodiacal constellation of the southern sky.

YSELDE THE TROTHMAKER

One of the demi-divine servants of Peoni, Yselde is the mistress of honorable love and is a particular favorite of simple folk. She smoothes away difficulties that lovers may marry; newlyweds pray to her for the blessing of children. She often appears as a middle-aged, heavy-set woman bearing a basket.

YULPRIS

The yulpris plant is found only on the Setha Heath in damp soil; its root is one of the most valuable healing herbs on Hârn.

YZUG [E5]

A cave complex in the Rayesha Mountains inhabited by Gargu-kyani.

ZABINSHIRE

The smallest of three shires in the Kingdom of Rethem. Chakta is the shire moot, held by the Sheriff of Zabin for the king. Before Ezar's War, Zabinshire was much larger, but those lands are now held by Kanday.

ZADURYN

The mountain wherein part of the city of Azadmere is located.

ZAHARUK

Zaharuk is a pale luminescent fungus that grows in deep caverns. Reacting to changes in air pressure and small vibrations, the mushrooms produce enough light to cast a glow for several feet. Both the Khuzdul and gargun grow them as food and to provide illumination.

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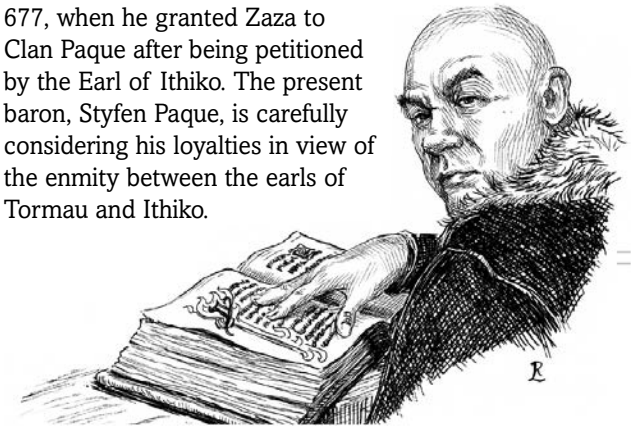
ZAZA Keep [D6]

Realm: Rethem **Holder:** Baron Paque
Population: 285 **Liege:** Earl of Ithiko

Zaza keep was built by the Corani Empire in 403. Arlun the Barbarian was fond of hunting in the vicinity and improved its defenses during his reign. The barony was created by King Nemiran in 677, when he granted Zaza to Clan Paque after being petitioned by the Earl of Ithiko. The present baron, Styfen Paque, is carefully considering his loyalties in view of the enmity between the earls of Tormau and Ithiko.



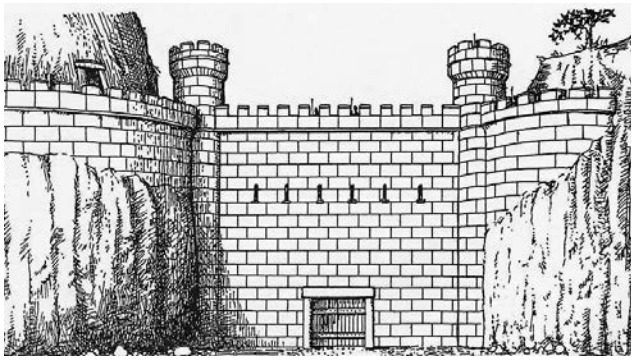
ZEDABIR [K3]

A cave complex in the Sorkin Mountains inhabited by Gargu-viasal.

ZERHUN Castle [L4]

Realm: Azadmere **Holder:** Crown Prince
Population: 200 **Liege:** King of Azadmere

A Khuzan stronghold at the south end of Lake Arain. The site has been fortified for 7,000 years and is strategically placed to guard the approaches to Azadmere. It is the traditional hold of the Khuzan crown prince. The fortress is built into rugged cliffs overlooking the Silver Way, but only the upper ramparts are readily visible to passersby. Most of the structure is tunneled into the rock; caverns and mines run deep within the surrounding mountains, some reaching as far as Mt. Jentzu. However, none can miss the barbican, a 70' stone wall more than 10' thick that barricades the road to Azadmere. The only way to pass this point is through an iron-faced oak gate of marvelous balance and strength. The wall and ramparts are well guarded. None may pass without permission of the Khuzan prince. Zerhun is garrisoned by four companies of elite Khuzan warriors, one company of High Guard and three companies of Low Guard. A company of Jarin mounted foot, a feudal levy from Habe, is also stationed at the nearby village of Pedwar, a quarter of a mile inside the gate. They patrol the Silver Way as far south as the Guthe Ford. Skirmishes between them and gargun patrols from Fana are common.



ZERIEN Keep [E7]

Realm: Kanday **Holder:** Baron Irien
Population: 345 **Liege:** Earl of Selvos

Built as a Corani fort in 432, Zerien was captured for Kanday by the Checkered Shield in 626. The barony was created in 701, when Petryn Irien, 53, was made a vassal of the Earl of Selvos. Petryn is a hardened veteran of border skirmishes.

ZEXUS

The north star, in the constellation Geriam (the bow). The mast of Lado (the galley) points to Zexus.

Z'HURA

Z'hura (plural: z'huran) is the Khuzan name for mushroom, a staple of their diet. It has come to be used in human society as a general name for predatory fungi that feed on animal protein rather than the normal vegetable matter. There are at least a dozen varieties, including the m'nogai (green slime), langlah (gray ooze), and lurishi (yellow mold).

ZHAKOM [L3]

A cave complex in the Sorkin Mountains inhabited by Gargu-khanu and Gargu-hyeka. They are a constant threat to Azadmere.

ZOBEN Keep [K5]

Realm: Kaldor
Population: 295
Holder: Constable
Liege: Earl of Minarsas

Zoben keep was built in 70 TR by the early Jarin kingdom of Arwn but has been rebuilt several times. The constable, Sir Coreth Lothlar, was appointed in 717 and is a skillful administrator. Local legend has it that the shade of a murdered Jarin lord sometimes walks the great hall. It is popularly believed that this ghost is Owain the Martyr, a semi-legendary

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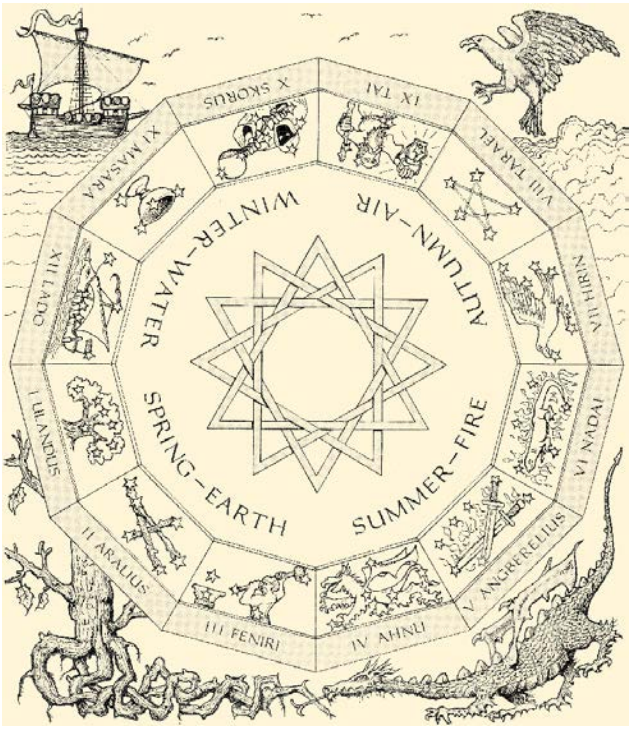
ruler of the petty kingdom of Darlen during the time of Lothrim. Owain was apparently lured to Zoben by the lords of Arwn with the promise of an alliance against Lothrim. Instead, he was betrayed and murdered. When the keep was repaired in 620, a headless skeleton was found behind a wall in the great hall.

ZODIAC

The zodiac consists of those constellations through which the sun passes in one year. Thus, a person's sunsign is the zodiacal constellation where the sun is located at the time of birth. The 12 signs of the zodiac are given below. General personality traits of those born under the specific signs are given under their own entries.

Ulandus	The Tree
Aralius	The Wands
Feneri	The Smith
Ahnu	The Fire Dragon
Angberelius	The Flaming Swords
Nadai	The Salamander
Hirin	The Eagle
Tarael	The Pentacle
Tai	The Lantern Bearer
Skorus	The Mixer
Masara	The Chalice
Lado	The Galley



ZUDEN Castle [I1]

Realm: Orbaal **Clan:** Ruindael
Population: 505 **Tribute:** King of Orbaal

Built by the Jarin in 526, Zuden was captured by the Ivinians in 657 and later expanded into a motte and bailey castle. Bjaal Ruindael, 43, is a pirate and often absent from Zuden. The Ruindaels receive tribute from the lords of Mul and Thursa.

ZUILOS Keep [M7]

Realm: Melderyn **Holder:** Baron Avonasen
Population: 315 **Liege:** Earl of Karveth

Zuilos was originally built around 180 TR. The barony, created in 630, was granted to this junior branch of the Avonas of Karveth. The baron is Mikkyl Avonasen, 56, a younger son who inherited the title when his two elder brothers drowned in a shipwreck. Mikkyl studied at a Cherafir chantry in his youth and is said to be a skilled Savoryan Shek-Pvar.

ZUTH, Mount [K4]

A peak in the Sorkin Mountains (7586'), visible from Azadmere.

ZYNHOLM Keep [H2]

Realm: Orbaal **Clan:** Saargax
Population: 425 **Tribute:** King of Orbaal

Zynholm lies within the royal domain of Geldeheim and is held by Clan Saargax at the king's pleasure. A typical Ivinian thran with earth and wood ramparts and several clanhouses, Zynholm was built by the Ivinians in 677 to guard the entrance to the Geldesfjord. Melvold Saargax, 26, is a ruthless valhakar whose policies have gained him the nickname "the Viper." His eldest sister is one of the king's four living wives.

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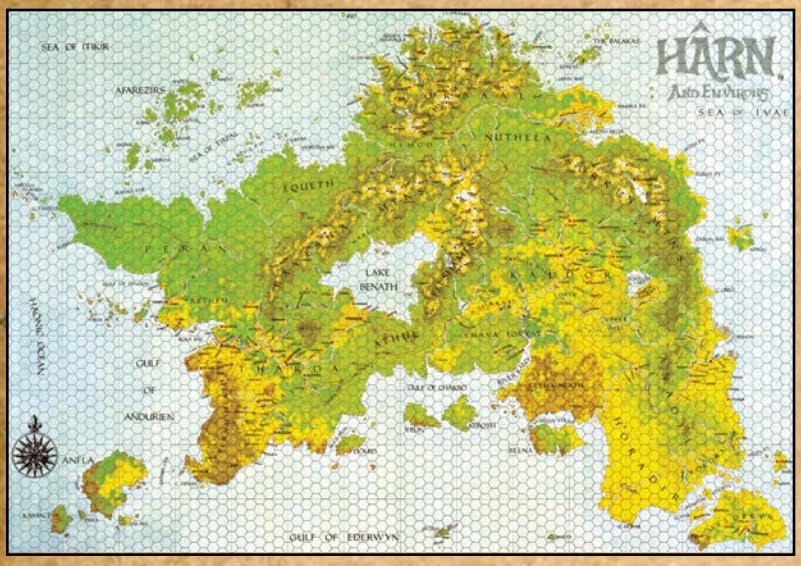
Hârndex™

HârnWorld Master Index • Third Edition



Hârndex is an alphabetical reference source book for gamemasters using *HârnWorld*. Includes new entries as well as those from previous editions.

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